

Cody Luitjens

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Objective

To obtain a position in the videogame industry which would challenge my technical skills as well as offer the opportunity to learn and grow within the company.

Education

DigiPen Institute of Technology, Redmond, WA

(September 2004 – Estimated: April 2008)

B.Sc. in Real-Time Interactive Simulation, Minor in Mathematics

Owatonna High School, Owatonna, MN

(September 2000 – June 2004)

High School Diploma with Honors

Technical Skills

- **Programming Languages:** C/C++ (4 years), C# (1 year), Flash Actionscript (1 year), Assembly (Gameboy Color – 1 year), HTML/CSS (1 year), Basic Experience with Lua (1 year)
- **Graphics Programming:** Basic Experience with OpenGL (1 year) & DirectX (1 year)
- **AI Programming:** Path Finding, Fuzzy Logic, State Machines
- **Network Programming:** Winsock, UDP, TCP, Client-Server Architecture
- **Misc. Programming & APIs:** STL, FMOD, Direct Input, XInput
- **Mathematics:** Linear Algebra, Geometry, Calculus, Splines & Curves, Discrete Math
- **Development Methodologies:** Game Loop, Object-Oriented Programming, Object Factories, Event-Based Systems, Component-Based Architecture, Scrum
- **Development Tools:** Visual Studio 6.0, .NET 2003, 2005, CVS, SVN, Visual Assist X
- **Misc. Tools:** Microsoft Word, PowerPoint, Outlook, Excel, Project, Basic Experience with Photoshop CS2

Student Game Projects

LAR, Senior Project

LAR is an old-school, fast-paced, endurance shooter where the player must destroy enemies to keep the darkening world in light.

- **Producer:** Responsible for weekly progress reports, holding Scrum meetings, and keeping all teammates on schedule
- **Programming Responsibilities:** Gameplay, Input, Audio, UI, and Menus

Ballocks, Junior Project

Ballocks is a fast paced 3D marble game where players go head-to-head in arena-combat and make use of unique powers to gain tactical advantages on a small spherical world.

- **Designer:** Responsible for Game Design Document, gameplay, game pacing, game balance, assembling focus groups
- **Programming Responsibilities:** Reliable UDP Networking, 3d Sound Engine, Event System, Console, Input

Squishy the Starfish, Sophomore Project

Squishy the Starfish is a 2D side-scrolling environmental puzzle game. Making use of Squishy's unique ability to extend his five elastic arms, the player must swing, climb, and maneuver throughout the underwater world.

- **Product Manager:** Responsible for asset list, sounds, creating manual, advertisements, box art, and installer
- **Programming Responsibilities:** Game Engine, Object Factory Particle Effects, Menus, HUD, D3D Text, Audio

Work Experience

SDET (Software Design Engineer in Test) Intern, Microsoft

(May 2007 – July 2007)

- Worked on the Xbox Live Server Test Team and created a Flash-based graphing utility to display valuable performance data within a webpage.
- **Related Skills:** Flash Actionscript, worked on a project from planning through completion, getting and implementing new ideas, real-world work environment

Teacher's Assistant, DigiPen Institute of Technology

(May 2006 – August 2006)

- Traveled around the country teaching 6th-12th-grade students how to use a DigiPen developed tool, Project FUN, to create fun and simple 2D games.
- Taught basic C++ as well as information on game design and the professional gaming industry.
- **Related Skills:** Understand/Edit other's code, debugging, teach large groups as well as individuals