

Jeremy Kings

A.I./Gameplay Programmer

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SKILLS

Programming: proficient with C/C++, Java; knowledge of ActionScript 3.0

Development Tools: Visual Studio, version control (SVN, Git), agile development practices

Visualization Tools: proficient with Paint.Net, Blender

EDUCATION

DigiPen Institute of Technology – M.S., Computer Science

Fall 2010 – Fall 2012

Illinois Wesleyan University – B.S., Computer Science

Fall 2006 – Spring 2010, 3.78 GPA

PROGRAMMING EXPERIENCE

PhaseOut – A.I. Programmer, Physics Programmer, Game Designer, Audio Director

Group project for PC using C++ and Direct X 9.0, Team of 4 programmers, January to May 2011.

Single-player, fixed perspective 3D (aka "2.5D") platformer.

- Implemented component-based engine architecture.
- Designed and implemented physics engine with support for object type-dependent collision reaction.
- Wrote and maintained AI state machine system.

Game Engine Technology Project

Solo project for PC using C++ and Direct X 9.0, November 2010.

Asteroids clone, 2D.

- Designed and implemented component-based engine architecture.
- Support for textured quads, basic audio (sound effects and music), simple 2D physics, game logic, etc.

Combinatorial Game Engine

Solo A.I. research project, C++, November 2011.

- Developed a framework for determining the winner in 2-player combinatorial games by having varying levels of AI repeatedly play against each other.
- Algorithms implemented: simple "greedy" algorithm, depth-limited alpha-beta pruning.

WORK EXPERIENCE

Internal Drive Tech Camps – Academy Instructor

June to August, 2011 and 2012

Taught courses in C++ and Robotics for high school students at an overnight camp. Basic outline of course was provided both years, but I mostly made up my own lessons and assignments.

Illinois Wesleyan University – Teaching Assistant

August to May, 2007 to 2010

Tutored students in computer science subject areas, assisted instructor with lab supervision, graded papers.

DePauw University – Student Researcher

May to August, 2009

Worked with other students and an adviser to create a text-editor/IDE for the Scala programming language. This software was then used in a class at the university later that year.