

Justin Klein

<address hidden>

www.Justin-Klein.com/projects

VIDEO GAME DEVELOPER

Video game developer seeks position designing and coding cutting-edge interactive entertainment titles.

EDUCATION

University of California, San Diego (UCSD)

2000 - 2004

- Bachelor of Science in Computer Engineering. Minor in Japanese Studies.
- Engineering GPA 3.96. Overall GPA 3.85.
- Magna Cum Laude and Phi Beta Kappa. Awarded Provost's Honors nine terms.

Ritsumeikan University, Japan

2005 - 2006

- Language immersion program conducted entirely in Japanese.
- Academic GPA 3.91. Attained third year classification in one year.
- Achieved national accreditation certifying conversational fluency and 6,000 word vocabulary (JLPT 2).

EXPERIENCE

VS .NET Developer

2005 - Present

Geophysical Archaeometry Laboratory

- Designed and coded MFC application to manipulate 3D Ground-Penetrating Radar (GPR) volumes in real-time.
- Integrated support for dynamic slicing, isosurface rendering, user-defined color palettes, and still image capture.
- 74 international subscribers include the US Forest Service, UK Ministry of Defense, and NASA.

Lead Game Developer

2004

UCSD Special Projects Course

- Directed creative and technical development of 3D real-time online multiplayer video game.
- Planned overall game architecture including network protocols, control physics, enemy behaviors, and level layouts.
- Personally coded entire OpenGL renderer including particle systems, model animation, and lighting effects.
- Constructed multiple low-level libraries and data structures utilized throughout the code base.
- Delivered ahead of schedule for public media presentation. Rated "most polished game of show."

Software Developer

2004

UCSD Department of Biochemistry

- Engineered program for analysis and presentation of complex MATLAB outputs for Ph.D biomedical researcher.
- Gained experience with Signal/Socket architecture and RegExp text parsing under QT cross-platform framework.
- Considerably expedited research by generating user-friendly displays for complex biological responses.

Software Engineer Intern

2002 - 2003

Northrop Grumman Information Technology

- Contributed applications and modules to large-scale projects contracted by US Department of Defense.
 - Created 3D height mapping software to superimpose Naval aircraft positions onto global satellite imagery.
 - Implemented military training utilities in Java and DirectX to simulate manual control of radar tracking equipment.
 - Optimized video streaming modules that receive live MPEG2 feeds from remote surveillance aircraft.

TECHNICAL SKILLS

- Expertise in C/C++ and Object-Oriented Programming (6 years)
- Highly proficient with Visual Studio .NET, Win32, MFC, STL, OpenGL, and Sockets (5 years)
- Experience with Java, Java Swing, DirectX, QT, MIPS ASM, SPARC ASM, and Threaded Programming (1-2 years)
- Familiarity with HTML, XML, CSS, PHP, Javascript, and AJAX

INDEPENDENT INITIATIVES

- Learned ASM programming to deepen understanding of compiler optimizations and high-performance coding techniques. Expanded knowledge by building functional 8-bit CPU in XILINX.
- Taught self HTML, CSS, and PHP to construct website documenting software projects and experiences abroad. Generated 18,000 monthly visits.
- Tutored Java and C++ programming languages for three computer science professors at UCSD.

AWARDS AND MEMBERSHIPS

- Regent's Scholarship for outstanding academic performance
- Tau Beta Pi Engineering Honor Society
- Golden Key International Honor Society
- Phi Beta Kappa Society
- Caledonian Society
- Sigma Nu Fraternity