

# Geoffrey J Brown

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<http://www.lookatmycode.com>

## CAREER GOAL

A position as a videogame developer that will allow me to utilize my engineering and game design skills to their fullest

## TECHNICAL SKILLS

### Programming Languages

- C#
- C/C++
- Java
- PHP
- JavaScript/Actionscript
- XML/HTML/CSS

### Applications

- Visual Studio.NET
- Eclipse
- Photoshop
- mySQL/MSSQL
- SVN
- Flash

### Libraries and APIs

- DirectX
- OpenGL
- WPF 2D/3D
- SDL
- Java 2D/3D
- GDlib
- STL
- jQuery

### Software Focuses

- Design Patterns
- Physical Simulation and Modeling
- Interface Design
- Web Architecture

## WORK EXPERIENCE

July 2008 – Present

### SportsMEDIA Technology Corporation – Durham, NC Software Engineer

- Create highly customized, time sensitive 2D and 3D graphics applications used on broadcast television in the sports and entertainment industries
- Applications include large touch screen applications as well as real time scoring and statistical applications built with C# and OpenGL
- Continued development and extension of the SportsMEDIA GEM development platform using C#
- Job requires handling and adapting to rapidly changing requirements and strict deadlines associated with the nature of television production

June 2007 – July 2008

### Mine Safety Appliances – Cranberry Township, PA Software Engineer

- Developed a commercial application for the fire service using C# and both the 2D and 3D features of WPF
- Application was built from the ground up using many software design and architectural principals including design patterns
- Helped to institute bug tracking (Trac) and version control systems (SVN) to aid development

**WORK EXPERIENCE  
CONTINUED**

October 2006 – June 2007

**Motive Force LLC – Rochester, NY  
Lead Software Developer**

- Co-founded and led development on the now retired Pedlr “social marketplace”
- Developed an in-house PHP and AJAX framework that was used throughout the sites infrastructure
- Pedlr was designed as a social network for independent artists to share and easily sell their work to the public
- Although Pedlr was retired, much of the companies software was acquired by Wikia in 2009

July 2006 – November 2006

**Critical Link LLC – Syracuse, NY  
Software Developer**

- Developed multiple web and desktop applications for various clients from defense contractors to mass transit providers
- Created an extremely lightweight AJAX framework for an embedded webserver running on a radar system
- Helped to migrate company to open source versioning control (SVN)

**EDUCATION**

Rochester Institute of Technology, Rochester, NY  
Bachelor of Science, Software Engineering (2007)  
Concentration: **Computer Gaming Design** / Science and Tech Studies

**ACADEMIC GRAPHICS  
EXPERIENCE**

- 3D Game Engine (C++/DirectX) with accompanying demo game
- 2D Game Engine (C++/DirectX) with accompanying demo game
- Raytracer (C++/SDL) with animation and “bloom” capabilities
- Fully realized educational game using Java 2D

**OTHER ACTIVITIES**

Lead Coordinator of the Bi-annual RITfest LAN Gaming Party at RIT  
(A total of 8 events with up to 300 attendees)

Active member of the Wake Blue Sox in the Central NC Men’s Senior  
Baseball League

**REFERENCES**

Available upon request