

# Geoffrey J Brown

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<http://www.lookatmycode.com>

## TECHNICAL SKILLS

### Programming Languages

- C#
- C/C++
- HLSL
- Java
- PHP
- JavaScript
- XML/JSON/HTML5/CSS3
- Python

### Applications

- Visual Studio.NET
- Eclipse
- Photoshop
- Blender
- MySQL/MSSQL
- SVN
- Git
- MS Office

### Libraries and APIs

- DirectX
- OpenGL
- WPF/Silverlight
- SDL
- LINQ
- XNA/FNA/Monogame
- STL
- jQuery
- ASP.NET

### Software Focuses

- Design Patterns
- Computer Graphics
- MVVM
- Interface Design
- Architecture

## WORK EXPERIENCE

December 2014 - Jan 2016

### aWhere - Durham, NC

#### Software Engineer II

- Creating a new REST API from the ground up in C# to calculate and deliver weather and agronomic information to small holding farmers
- Created a system to consume and process weather data from various 3rd party sources using C#

October 2011 - Present

### BlueLine Game Studios - Durham, NC

#### Chief Technology Officer / Lead Software Engineer

- Create interactive 3D games for Xbox 360 and Steam platforms using XNA/FNA/Monogame (C#)
- Work includes designing overall system architectures, low level graphics programming (HLSL), and 3rd party integration
- To date: shipped 4 games on the Steam platform, one of which was ported from our Xbox 360 release

January 2011 - June 2013

### Geomagic/3D Systems - Morrisville, NC

#### Software Engineer

- Developed high powered 3D model and CAD processing software (C#/C++/Python)
- Work included everything from low level graphics programming to designing high level software architecture.
- Created a sophisticated plug-in architecture that was able to leverage and plug into several different 3rd party applications as well as our own 1st party applications

**WORK EXPERIENCE  
CONTINUED**

July 2008 – January 2011

**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 included 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 required 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 (Contract)**

- 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 extensive use of design patterns

**EDUCATION**

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

**OTHER ACTIVITIES**

- Wedding photographer for Carolyn Scott Photography
- Member of the Wake Blue Sox in the Central NC Men's Senior Baseball League
- Collecting (way too many) Star Wars action figures

**REFERENCES**

Available upon request