

Ryan Hummer

3149 Whisper Lake Lane, Apt. F | Winter Park, FL 32792
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Programming Skills

- C/C++
- Web Development
 - HTML, XHTML, CSS, PHP, XML, MYSQL
- Math - 3D Vector/Matrix, Algebra, Calculus
- Quake3 Engine based SDK
- Criterion RenderWare 3.6
- Simple Directmedia Layer (SDL)
- Maya C++ API / Mel Scripting
- Memory management
- Microsoft Foundation Classes (MFC)
- Microsoft Win32 API
- OpenGL
- OpenGL Shading Language
- Microsoft DirectX
- Optimization
- AI algorithms/Concepts
 - A*, Dijkstra, Best First, Perceptron, Node Mesh, Decision Tree
- x86 Assembly

Software Skills

- Cygwin environment
- GNU Compiler Collection (GCC)
- GNU Linux
- Intel C++ Compiler 8.0, 8.1
- Intel VTune Performance Analyzer 7.1
- Microsoft Office, Project, Viso
- Microsoft Visual Studio .NET 2002, .NET 2003
- Subversion 1.1.1
- TortiseSVN 1.1.1
- NXN Alienbrain 7.0
- Open Office

Experience

Programming

- **MachArena** – *Senior Project (08/03/04 – 12/17/04)*
 - Worked on a six-man team to develop a high speed racing game. Worked as the Technical lead on the project, with responsibilities including: A Quake-like in game console system, a particle effect system, and vertex/fragment shaders for effects. Worked with team to bounce ideas off each other, as well as provide assistance with members using the shared technology, from the other group. Was in charge of learning the other teams technology to use in this project.
- **Insanity** – *Senior Project (08/03/04 – 12/17/04)*
 - Collaborated with another team in the senior project class to provide them with the previously said particle effect system. As well as provide any new functionality and provide support on said technology. That technology was designed to help complete their already growing technology that had incomplete parts.

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- **One Piece** – *Sophomore Project (01/07/04 – 03/27/04)*
 - Developed this game with a team of four to make a game based on Eiichiro Oda's "One Piece". As the project manager, organizing and managing daily group meetings on progress checks, coding including a particle system, and managing all integrations for the project.
- **Zelda's Revenge** – *Freshman Project (09/29/04 – 10/24/2003)*
 - Acted as project lead, in a team of three. Created a 2D particle system using DirectX, an animation system for 2D images, created the menu system, and responsible for all integrations of other team members code in to the main project build.
- **Jedi Academy Mod and Jedi Academy: Reloaded Mod** – *Personal Project (02/04 – Present)*
 - Over took development of these hugely popular modifications for Jedi Knight II: Jedi Outcast and Jedi Knight: Jedi Academy server modifications. These modifications allow for server administrators to better control their servers, with out using the limited rcon system already built into the game engine. The Jedi Academy Mod is currently at version 1.6, while the Jedi Academy: Reloaded Mod is awaiting a 1.4 release.

Other

- **Gamersdream.org** – *Personal Project (12/2002 – Present)*
 - Co-run an on-line, non-profit gaming community. Which hosts public PC game servers. Responsibilities include: running the communities dedicated web server and maintain two other dedicated boxes that run the game servers. Which include several Counter-Strike servers, and Unreal Tournament 2004 server, and a Battlefield: Vietnam server. All servers run Red Hat Linux Enterprise Edition, in which allow for full FTP and SSH access.

Work

- **DR. Micro LTD.** – *PC Technician (01/2001 – 01/2003)*
 - Cincinnati, OH
 - Responsibilities included: servicing and repairing Personal Computers, completing on-site service calls, both residential and corporate, as well as assisting customers both in store and over the telephone.

Education

Full Sail, Winter Park, FL

- Bachelors of Science in Game Design and Development.
 - Graduated: 12/17/04
 - Honors:
 - Perfect attendance.
 - Course Directors Award for ATP (Advanced Tools Programming)
- Associate of Science in Game Design and Development.
 - Graduated: 04/02/04
 - Honors:
 - Perfect attendance.