#  David Mazzocco

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| Education | University of Southern California (3.8 GPA)***M.S., Computer Science (Game Development)***Coursework: 3-D Computer Graphics, Physically-based Modeling, Game Engine Development, Computer Animation & Simulation | May ‘11 |
| University of California, Irvine (3.5 Major GPA)***B.S., Information and Computer Science*** | June ‘08 |
| Skills | **Programming Languages & APIs**• C/C++, OpenGL, Java, JUnit, Selenium, Hibernate, Maven, C#, Qt, Python, Javascript, Unrealscript, wxWidgets, Scaleform**Software and IDEs**• Visual Studio, Eclipse, SoapUI, Houdini, Unreal Engine 3, Unity 4 & 5, Jenkins CI |  |
| Experience | **Programmer – The Odd Gentlemen, LLC***King’s Quest (PS3, PS4, Xbox 360, Xbox One, PC) – Aug ‘14-Dec ‘15*• Implemented various console services, such as achievements, online status and stats• Fulfilled many technical requirements for each console, such as audio output formats, resolution handling, age restrictions and calculating space requirements• Created a tool to automatically generate FaceFx animations for characters from script• Supported artists and designers with extensions to existing Unreal Engine functionality*Wayward Manor (PC, Mac) – Feb ’14-July ‘14*• Added Continuous Integration and automatic builds via Jenkins CI• Designed and implemented menus and UI• Coded gameplay systems, state machines, Unity editor extensions, level logic | Feb ’14-Dec ‘15 |
| **Software Engineer – TerraGo Technologies, Inc.**• Designed and implemented a RESTful API using Jersey• Responsible for front and back-end web development (JSP, Java, Javascript)• Created automated test suites using JUnit, Selenium, and SoapUI• Connected a C++ API to Java by connecting I/O streams for message passing• Additional responsibilities included end-user documentation and handling bug reports | Jul ’11-Oct ‘13 |
| **Developer (Contract) – Jirbo, Inc.**• Implemented the foundations of an unreleased iOS social game (Unity)• Wrote code for managing particle systems, game logic, asset management and UI | May ’11-Jul’11 |
| **Research Assistant – Information Sciences Institute**• Goal was to create an interface that displayed data from an multi-agent AI system• Used Java Qt to organize and display live data• Created other tools for creating customizing simulations• Results allowed user to view experiment results in broad and detailed views | May ‘10-May ‘11 |
| **Level Implementation – Quicksilver Software, Inc.***Star Trek: Tactical Assault (DS, PSP)*• Tasks were to implement game levels given a design document and scripts • Proprietary tools were used to create game logic and dialogue trees• The final product was a set of working game levels with branching storylines• Additionally performed some quality assurance testing, which included writing bug reports • Also responded to incoming bug reports from other testers | Mar ’06-Aug ‘06 |
| AcademicProjects | • Created a Jello Cube using a spring system* Used shear, bend and stretch springs to stabilize simulation
* Also implemented collision detection using penalty forces to keep cube within environment
 | Spring ‘10 |
| • Wave simulation (Computer animation)- Implemented through 3D Perlin noise (two spatial + time)- Created with Python and Houdini- Divided a grid into octaves and suboctaves, which are summed up every frame to create swells, waves and ripples- Applied cosine interpolation to achieve smooth curves and animation | Spring ‘11 |