

Jasen Moloy

Interactive Entertainment Engineer
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Published Works

<u>Elementals</u>	Xbox 360 Live Community Games	In Development
§ 2D Dodge based game where you compete with other players or earn a higher score by collecting the keys to escape.		
§ Sole programmer developing the game framework, game mechanics, and implemented an existing menu framework.		
<u>Sparks Comic App</u>	iPhone	2008-2009
§ Solely developed a comic book viewer and movie player for Catastrophic Comics' Sparks series.		
§ Worked in a new environment and rapidly developed an application through close guidance with the artist and producer.		

Work History

<u>Mass Media Games</u>	Associate Game Programmer	2009 - Present
Moorpark, CA		
§ Developing in parallel a PSP and PS2 game from an up and coming Wii title.		
§ Working with and editing an existing pathway to fit our own applications.		
§ Modifying their data assets in order to accommodate our SKUs' constraints.		
§ Debugging the PS2 and comparing the PSP and Wii in order to get a full functioning game.		
<u>Mass Media / THQ</u>	Associate Programmer	2008
Moorpark, CA		
§ Recreated the in-house particle editor tool for our artists as well as the pipeline and unit test on the programming side.		
§ Updated, redesigned, and implemented the particle system into the demo.		
§ Was in charge of researching and implementing the update management and AI for flock behaving creatures.		
<u>Happy Camper Studios</u>	Software Engineer Intern	2008
Phoenix, AZ		
§ Produced unit, integration, and functional tests for each application.		
§ Created In-house tools and commercial GUI applications for customers using Ruby while running off of Java.		
§ Spoke with clients to discuss progress and design decisions.		

Group Projects

<u>Project Argus</u>	Lead Programmer	2007
Project Argus is a modification of the Roboblitz engine which is a heavily modified version of the Unreal 3 engine. The main focus of the project was to experiment with the new Unreal 3 engine's technologies and create a post-apocalyptic world along the way.		
§ Responsible in implementing texture, geometry, and animation pathways for the team. Worked with animators and modelers using 3D Studio Max.		
§ Managing and coordinating programmers on team.		
<u>Goldeneye 2006</u>	Programmer / Scripter	2006
Goldeneye 2006 is a 3D total conversion modification using the Hammer engine. The idea behind the project was to remake the classic Goldeneye 64 game using new graphics, AI, and the physics technology that was used in Half Life 2 and also to add in scenes from the film.		
§ Recreated the chemical room scene from the film using scripted scenes and audio clips.		
§ Mimicked the original game's AI patterns.		
§ Created the main menu screens as well as the introduction video.		

Skills

<u>Engineering</u>	<u>Design</u>	<u>Art</u>
• C++ / Managed / STL / .NET	• Perforce / SVN / Mercurial	• 2D Experience in Photoshop and Illustrator
• C# / .NET / XNA 3.0	• DirectX 9	• 3D modeling / texturing concepts
• Ruby / Makefiles / Perl / Batch	• 2D/3D Vector Math	• Flash / Dreamweaver
• ProDG for PS2/PSP	• Hammer / Source / Unreal 3 Engine	

Education

University of Advancing Technology – Tempe, AZ
Years Attended: 2005 – 2008
Degree: **B.S. in Software Engineering**
Major: **Game Programming**

Profile

- Avid gamer of all platforms and genres
- Quick learner and self-starter
- Motivated by teamwork
- Visually and mentally perceptive
- Skills in management and coordination
- Fluent in Spanish
- Member of the IGDA