

# DALLAS STOWASSER

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PROGRAMMER

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## SKILLS

**Languages:** C/C++, HLSL, ARB Shader Language, Unreal Script, Java.

**API's:** DirectX 9.0, OpenGL, Win32 GDI, J2ME.

**Tools:** Unreal Engine 3.0/2.x, Microsoft Visual Studio.NET 2003, 2005, Scaleform, HL2 Source, Perforce, SourceSafe, Tortoise SVN, Subversion, 3D Studio Max 7, Adobe Photoshop CS2, Microsoft Office, Macromedia Dreamweaver.

## PROFESSIONAL GAME PROGRAMMING

*America's Army*

March 2007 - Present

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Programmer

- Writing, maintaining, documenting and debugging C++ code for Unreal Engine 3.0/2.0.
- Working with artists and designers to facilitate multiple heads using FaceFX and morph targets via script and Kismet.
- Implementing game play code for use with ragdoll physics and collision-based animation and movement.
- Assisting designers in implementing HUD and UI systems.

*Sin Episodes 1 Deathmatch* – Ritual Entertainment

July 2006 - September 2006

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Lead Internship Programmer

- Implemented code and design for two new weapons.
- Worked with artists to import custom models and animations.
- Integrated code from Ritual to create multiplayer game with elements from previous title including HUD, weapons, and melee combat.

## INDEPENDENT/ACADEMIC GAME PROGRAMMING

*The Fiona Project* – The Guildhall at SMU

September 2006 – March 2007

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Programmer

- Designed and modified game movement code to support dodge rolling, walking, and melee attacks with camera relative movement.
- Integrated spoken dialog and gestures with for use with FacePoser phoneme animation system.
- Worked with artists to create pipeline for integrating custom models, animations, and shader effects.
- Implemented weapon code for shotgun, incendiary grenades, and fire damage.

*Dual Renderer* – The Guildhall at SMU

October 2005 – March 2007

Programmer

- Implemented Dual 3D API architecture, supporting DirectX and OpenGL capable of 3DS model loading, particle effects and physics, bump mapping, character animation, stitched LOD terrain, networking, frustum culling, and rendering via shaders (ARB Shader Language and HLSL).
- Designed and implemented terrain system, supporting quad-tree subdivision, multi-texturing, real-time editing, tessellated water, quad-based vegetation, and collision detection via ray casting.
- Integrated Quake BSP's, including texturing, lightmaps, and visibility testing.

*Element* – The Guildhall at SMU

January 2006 – March 2006

Programmer

- Imported and positioned all original 3D models into game in conjunction with art lead.
- Implemented weapon code for primary game weapon.
- Worked with team of artists, programmers, and level designers in designing final game HUD.

*Scripting Language / Compiler* – The Guildhall at SMU

March 2006 – May 2006

Programmer

- Implemented language grammar based on C.
- Designed and implemented parser, lexical analyzer, code generator, and virtual machine.

## **EDUCATION**

**The Guildhall at Southern Methodist University, Plano, TX.**

Certificate in Digital Game Development (Software Development), March 2007.

**Carnegie Mellon University, Pittsburgh, PA.**

B.S., Computer Science; B.S., Cognitive Science (Double Major), December 2000.