

GREG LANE

CONTACT INFO

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OBJECTIVE

A close-knit development environment with an opportunity for artistic expression, which both rewards personal initiative and fosters inspiration.

TECHNICAL SKILLS

CODE (PRIMARY FOCUS)

LANG: GFX: EXPERIENCE:

C
C++
C#
Python
x86
MIPS
BASIC
Ruby

OpenGL
DirectX
GLSL
HLSL
XNA
SDL

2D Collision
2D Physics
Animation
Input / UI
Jointed Sprites
Layered Scenes
Shaders (px/vx)
Vertex Drawing

MUSIC

Reason 5
Live 8
Max/MSP
Audacity
Acoustica

Piano /
MIDI

ART

ADOBE CS5:
Photoshop
Illustrator
Flash
Dreamweaver

GraphicsGale
Premiere CS2
Sony Vegas 9

EDUCATION

RENSSELAER POLYTECHNIC INSTITUTE, TROY, NY (2010)

DUAL MAJORS: BSc Computer Science

BSc Games & Simulation Arts & Sciences

MINOR: Electronic Arts

GPA: 3.91 of 4.00 (QPV)

HONORS: Summa Cum Laude

Dean's List 8 of 8.

EXPERIENCE + EMPLOYMENT

2010-PRESENT: a•b•ground startup game development co. and consulting work.

SUMMER 09: Independent C#/XNA project, writing a custom game engine for the Xbox360 (with Collision, Animation, and Shaders).

SUMMER 08: Avid Technology, Tewksbury, MA. Internship (video codecs team).

2007-2010: TEACHING ASSISTANT: Computer Science I
Computer Science III
Experimental Game Design

SUMMER 07: Website Design. HBNDesigns.com and SmartestBaby.com.

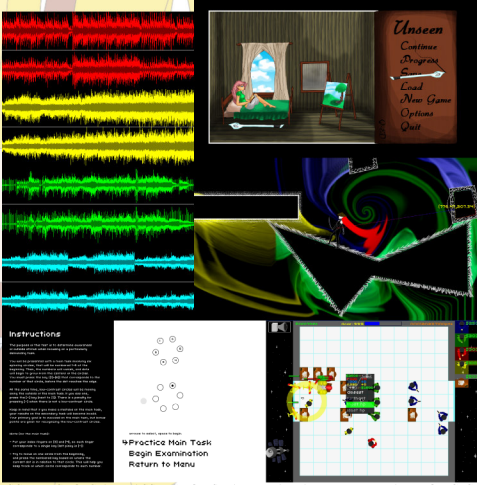
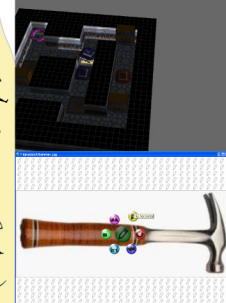
ABILITIES + PERSONALITY TRAITS

LEADERSHIP: Founded and directed high school Game Development Club for four years. Assisted in teaching of three college courses in field.

FOCUSED / Have worked on task for a consecutive 18 hours, when deadline DRIVEN: required. Most personal code is feature-complete of project spec.

PRACTICAL: Design all algorithms for maximum execution speed. Contributed to unsolved collision problem with "Inverse Projection" method.

BALANCED: Extensive experience with all aspects of development, which enables communication with code, art, music, and design teams. Can explain implementation models clearly, and insure proper asset integration.



SCREENSHOTS AND ASSETS FOR SMALL-TEAM AND INDIVIDUAL PROJECTS. FOR FULL-SIZE VERSIONS, AND MORE WORK, VISIT WWW.ABGROUND.COM

TWO-SENTENCE SUM UP: I am a creative thinker with a strong background in programming, music, and art. I have experience with self-set goals and deadlines, and I manage my time well.