

# Jamie King – Computer Graphics Programmer

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[LinkedIn](#)

## Skills & Abilities

### COMPUTER GRAPHICS

- OpenGL and DirectX
- Real-time graphic techniques, shader languages, and pipeline optimization
- Physics, collision detection and resolution, spatial partitioning
- C++, C#, plus many more languages and technologies
- Passion for game engine architecture and development

### LEADERSHIP AND COMMUNICATION

- Successfully managed and technically mentored several project teams ranging from one to fifteen developers
- Computer science [YouTube channel](#) with 7000+ subscribers, [Game Engine Development Playlist](#), [OpenGL Playlist](#)
- Extensive written work with Bruce Eckel (author of the "[Thinking in C++](#)" series)

## Experience

### GAME DEVELOPMENT CHAIR | NEUMONT UNIVERSITY | MAY 2004 - DECEMBER 2005, MARCH 2007 - PRESENT

- Developed the [Game Engineering Degree](#) from scratch with heavy input from engineers at Disney, EA, Blizzard, etc.
- Built several instructional tools to expedite the 3D math and computer graphics student learning
- I am proud of our student work and personally push highlights to [Neumont's YouTube channel](#).
- In lieu of lecturing, we coach students through large scale projects.
- Taught algorithms, databases, .NET, threading, network programming, and several other courses
- Won the Employee of the Quarter award twice for my proactivity

### SOFTWARE ENGINEER | EA GAMES | SUMMER 2011

- Developed a game prototype proof-of-concept
- Due to NDA, I cannot say much about this experience except quote my boss Ryan McBride from his written review:  
"Jamie was able to learn a new language, a new engine, and work with new people in an unfamiliar environment with tight deadlines. So, I would say that his most valuable skill is his ability to learn. I would say that Jamie's two strongest attributes were his work ethic and his ability to work with others. I never worried that he wouldn't come through for us. He performed his role very well...I could easily think of 10 engineers that I would replace with Jamie in a heartbeat."

### SOFTWARE ENGINEER | INCONTACT | JAN 2006 - MARCH 2007

- Hired to train their Delphi team to be a .NET team
- Developed a C# implementation of their existing Delphi protocol stack
- Wrote several services for their call center software

### SOFTWARE ENGINEER | HPSI PURCHASING | 1.5 YEARS (DECEMBER 2002 - APRIL 2004)

- Used threading to write a printing application to produce thousands of checks on several color printers
- Wrote a large data file processing application
- Extensive UI work to provide a fluid user experience

## Education

### MASTER OF SCIENCE - COMPUTING | UNIVERSITY OF UTAH | 2012

- Focus: Game Engineering ([eae.utah.edu](http://eae.utah.edu))
- Courses taught by Disney (Avalanche Software) engineers
- Engineer on team game project: Erie ([www.desura.com/games/erie](http://www.desura.com/games/erie))
- Developed a game engine from scratch including rendering, networking, space partitioning, offline tools, etc.
- Extra project work in shader techniques and game data management
- 3.954 GPA

### BACHELOR OF SCIENCE | UTAH VALLEY UNIVERSITY | 2004

- Major: Computer Science
- Minor: Mathematics
- Valedictorian 4.0 GPA

## Side Projects

- Teach coding to kids: [teachmykidtocode.com](http://teachmykidtocode.com)
- Teaching C++, assembly, and linear algebra to my 10-year-old son
  - His blog: [childprogrammer.blogspot.com](http://childprogrammer.blogspot.com)
- Speak and volunteer at Hour of Code events at Adobe
  - [www.wasatchinstitute.net/wit-hour-of-code-summer-edition](http://www.wasatchinstitute.net/wit-hour-of-code-summer-edition)