

Jonathan Ghazarian

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Work Experience

Sim Ops Studios – Programming Intern – June-August 2009, Contractor – June 2009 – current

- Learned to use Wild Pockets game development platform and created various sample games
- Created a benchmarking application in Wild Pockets to assist optimization of the platform
- Added optimizations to a Maya exporter for Wild Pockets written in MEL script
- Created model and animation exporter for Blender written in Python
- Assisted with changes to game builder engine and interface
- Wrote tutorials for new users

Spark Unlimited – Testing / Programming February 2007 – November 2008

Turning Point: Fall of Liberty (Xbox 360, PC, PS3; Shipped 2/26/08)

Legendary (Xbox 360, PC, PS3; Shipped 11/4/08)

- Implemented InstallShield installer for PC
- Created C++ autorun utility for PC
- Organized Securom project to encrypt game executable
- Compiled PC builds for testing and submitting to publisher
- Tested game for gameplay and bugs
- Assisted with miscellaneous IT tasks

Marist College – Lotus Notes Support September 2005 – December 2006

- Researched problems for administrators and users
- Installed Notes client on user machines and helped roll out upgrades
- Wrote documentation for administrators and clients
- Taught classes to new Notes users

Tom's Guides Publishing, Westlake Village – Internship June – August 2005

- Assisted with reviews of laptops and notebooks
- Wrote two articles for VoIP software and services, both published on the Tom's Hardware website
- Assisted with convention coverage

Education

Marist College, NY

Bachelor of Science in Computer Science December 2006

Minor in Mathematics

Honors: Dean's List

Skills

Programming Languages Include: C/C++, C#, Java, Lua, Python, MEL

IDEs: Visual Studio, Eclipse, InstallShield

APIs: OpenGL, DirectX, J2ME, MFC, Win32

Office/Productivity: Word, Excel, PowerPoint, Access, Outlook, Lotus Notes, Photoshop

Level Editors: Unreal Tournament 3 Editor, CryEngine2 Sandbox Editor