

## GAME EXPERIENCE

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### **MLB 2K10, Visual Concepts/2KSports**

October 2009 - February 2010

AI Engineer

- Worked on various ambient AI issues, such as dugout, bullpen, pre/post play, pre game, mound visit, etc
- Worked on various AI/animation issues to make sure player moves in a realistic manner while they're not in play
- Help fix miscellaneous AI/Animation issues

### **NBA 2K10, Visual Concepts/2KSports**

January 2009 - October 2009

Software Engineer

- Ported the game from Xbox360 to the Nintendo Wii as the title is being developed
- Implement Wii specific controls/gameplay and maintain all of the functionality of the Xbox360/PS3 version
- Worked with the team to implement/resolve any Wii specific issues/needs throughout the development

### **The Lord of the Rings: Conquest, Pandemic Studios**

June 2007 - November 2008

HUD/Gameplay Programmer

- Implement/maintain systems for all in-game user-interface both 2D and 3D
- Implement/maintain gameplay systems, for examples: control points, spawning, objective, scoring, achievements, etc
- Work with network programmers on multi-player features such as: multi-player game modes, chatting, etc
- Work with UI artists to put Flash art in the game through Scaleform GFX and achieve the required performance goal
- Work with designers to debug/implement features so they can achieve the desired gameplay experience

### **6 Shooter Showdown: Most Wanted, SpiderMonk Entertainment/The Guildhall**

July 2006 - September 2006

Programmer [The Guildhall's Internship Program]

- Cell-phone game for java and BREW. The game is being published by Hudson
- Worked on main game mechanics, new sprite system, "Shoot the Can" mini-game, and Java-BREW port

### **Unannounced Title, SpiderMonk Entertainment/The Guildhall**

July 2006 - September 2006

Programmer [The Guildhall's Internship Program]

- In-house cross-platform, multi-threaded 3D engine for the PC and next-generation consoles. Created from scratch
- Worked on math/collision, general engine architecture, shaders, font, sound, input, and utility classes
- The engine was eventually used to create the Xbox Live Arcade game "Roogoo"

### **The Fiona Project, The Guildhall**

October 2006 - March 2007

Programmer/Game Designer, Team Size 15

- A *Half-Life 2* project featuring stylized black and white visual style and complex third-person camera
- Selected by Guildhall's faculty to be the game designer
- Wrote game design document, implemented the graphic-user-interface, heads-up-display and shader framework
- Console look-and-feel, designed specifically for PlayStation 2 controller, and Texas Instrument's DLP projectors

### **Great Winter, The Guildhall**

January 2006 - March 2006

Programmer, Team Size 11

- An *Unreal Tournament 2004* project. Selected by Guildhall's faculty to enter IGF 2007 mod competition
- Created three new weapons, new pickups/power-ups system, particles effects, replication, and game balancing

# Maethee (Eddie) Chongchitnant

online portfolio available at: <http://www.realtimerenderer.com>

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## EDUCATION

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**The Guildhall at SMU** – 5232 Tennyson Parkway Plano, TX 75024 July 2005 - March 2007

Certificate in Digital Game Development – Software Development

**Queensland University of Technology** – 2 George St. Brisbane, QLD 4000, Australia February 1999 - November 2002

Bachelor of Information Technology – Software Engineering Major

## SKILLS

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**Platforms:** Xbox 360, Playstation 3, Wii, PC, Java

**Languages:** C/C++, HLSL/fx, Cg, GLSL, Assembly, UnrealScript, Lua, Java

**APIs/Engines:** DirectX, OpenGL, Win32, Half-Life 2 Source, UnrealEngine 2, AGIA PhysX, Scaleform

**Applications:** Microsoft Visual Studio, Adobe Photoshop, Adobe Illustrator, Macromedia Flash

## WORK EXPERIENCE

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**Visual Concepts** – 10 Hamilton Landing. Novato, CA 94949 January 2009 - February 2010

Software Engineer

**Pandemic Studios** – 1100 Glendon Ave. 19<sup>th</sup> Floor Los Angeles, CA 90024 June 2007 - November 2008

Associate Programmer

**SpiderMonk Entertainment** – 1452 Hughes Rd. Suit 150 Grapevine, TX 76051 July 2006 - September 2006

Programmer Intern

**IEQ Thailand** – 3256-8 Ladphrao Road Klongchan Bangkok 10240, Thailand October 2003 - March 2004

Part-Time Computer Tutor (C/C++, Photoshop, Illustrator and Flash)

**DataGenerale Co Ltd.** - Brisbane, Australia March 2001 - August 2001

Part-Time Graphic Designer (Flash/Photoshop)