

Cordell Zebrose

26 Josephine Ave

Somerville, MA 02144

617-642-6101

zebrose@wpi.edu

OBJECTIVE : Summer Internship in Game Programming

EDUCATION

Worcester Polytechnic Institute, Worcester, MA

June 2013

Bachelor of Science, Interactive Media & Game Development

GPA: 3.6 / 4.0

Bachelor of Science, Computer Science

- Honors: Charles O. Thompson Scholar, Deans List (Fall '09, Spring '10, Spring '11)
- Relevant Programming Courses: Computer Graphics (C++/OpenGL), Algorithms (C++), Computer Networks (C/C++), Operating Systems (C/C++)
- Other Relevant Courses: Digital Game Design, Design of Tabletop Strategy Games, Matrices & Linear Algebra, Discrete Math, Digital Imaging & Computer Art, Introduction to Game Audio

Somerville High School, Somerville MA

June 2009

- Honors: Columbia Book Award, National Honor Society GPA: 4.3 / 4.0
- Extracurricular: President & Data Analyst, Math Club; President, Jr. Statesmen of America

RELEVANT SKILLS

Programming Languages: C++, Java, Javascript, C, C#, Lua, Scheme

IDEs: Unity, Arduino, Flash, Eclipse, Vim, XNA, Netbeans, Torque

Software: Excel, Photoshop, Maya, Matlab

Platform: Windows, Unix, Linux, Mac

EXPERIENCE

Principle Programmer, Virtual Jousting Game

October 2010 – October 2011

Higgins Armory Worcester, MA (funded by National Endowment for the Humanities)

- In charge of Gameplay, System Programming and System Integration for the project
- Imported animated & static models
- Implemented in the Unity Engine: interactive cloth physics, manual replays, communication between scenes, modifying textures and materials through scripts, multiple animations on a single object, switching cameras, GUI interfaces, loading assets through scripts, and playing script-triggered audio & video
- Integrated Arduino microcontrollers into Unity
- Featured in Worcester Telegram & Gazette (October 30, 2010)
<http://telegram.com/article/20101030/NEWS/10300354/1003/RSS01&source=rss>

Principle Programmer, 3D Flash game

October 2009

WPI Coursework: The Game Development Process

- Created 3D Flash game as the programmer on a team with one artist and one designer
- Integrated Blender models into Flash using Away3D libraries and ActionScript 3.0.
- Executed from Concept to Gold Master in 7 weeks
- Game link: <http://www.zebrose.com/aagames/fractal%20gold%20masters.swf>

EXTRACURRICULAR

Boston Fencing Club: Nationally Ranked Cadet (under 16), Fenced Nationally & Internationally

Leadership Experience

- Organized a Left 4 Dead tournament for Game Development Club - 2009
- Planned weekly debates and organized travel to regional conventions - 2008

INTERESTS

- Magic, Warhammer, Dungeons & Dragons, and Xbox 360 & PC games
- Fencing (WPI Fencing Club), Skiing, Hiking