

Amanda Chaffin

Game Programmer ♦ Writer

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OBJECTIVE Obtain a position as a software engineer/game programmer at a video game company.

SOFTWARE EXPERIENCE

Programming: Visual C#, Java, Neverwinter code (C# and Java like), C++, UT Script (C++ and Java like), PHP, Perl

Graphic Design: JASC Paint Shop Pro, Adobe Photoshop, Macromedia Fireworks, Amim8tor

3D Modeling: Milkshape, CB Model Pro, Maya, Bryce 5

Web Design: HTML, Dreamweaver, Frontpage

Office: MS Word, Outlook (Exchange Server), Access, PowerPoint, Excel

Operating Systems: Windows (9x/NT/2000/ME/XP), Linux, Solaris

Technologies: Microsoft XNA, Aurora Toolset, Unreal Editor, 3D Game Studio, OpenGL

Databases: MySQL, mSQL, SQL Server 2000, Oracle

EDUCATION

University of North Carolina, Charlotte Master of Science, Computer Science Certificate of Game Design and Development	Charlotte NC	8/06 – 05/09
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University of North Carolina, Charlotte Bachelor of Science, Computer Science Concentration in English	Charlotte NC	1/03 – 5/06
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North Georgia College	Dahlonega, GA	6/94 - 6/97
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EDUCATIONAL EXPERIENCES

Video Games –

- **Lead Programmer/Architect** **Current**
Noah's ArcStraction – Designing and implementing a 2D game to teach Object Oriented Programming for PC and Xbox 360 (XNA)
- **Lead Programmer/Architect** **Spring 2009**
Surreal - Designing and implementing a 2D side scroller puzzle game for PC and Xbox 360 (XNA)
- **Programmer/Artist** **December 2008**
Incursion - Implemented a campaign system for a 2D RTS for PC and Xbox 360 (XNA)
Published in the Community Games on Xbox
- **Project Lead/Software Engineer** **Spring 2008 - 09**
Game2Learn – EleMental: The Recurrence - Engine redesign and implementation to include integration of a C# compiler for PC (XNA)
- **Project Lead/Programmer** **Fall 2007**
Scion of the Wolf - Designed and implemented a 2.5D fighting game (with a 2D maze level) for PC and Xbox 360 (XNA)
- **Artist/QA** **Spring 2007**
DarkWynter's EleMental - Developed test harnesses, 3D animated models, 2D art, and documentation – 3D multiplayer FPS/action game for PC and Xbox 360 (XNA)

- Fall '05 – Spring '06**
• 3D Modeler/Programmer
Game2Learn's StormHaven - Created 3D models for an Unreal Tournament 2003 mod
- Spring '06 – Spring '07**
• Creative Designer/Programmer
Game2Learn's The Catacombs, and The Tournament Neverwinter Nights prototype mods teaching computer science concepts for PC
- Fall 2006**
• Artist/Writer
Et Tu, Brutus? - Artwork, research, and in-game dialogue for a 2D side scroller for Xbox and PC (XNA)
- Spring 2005**
• Creative Designer/Graphics/Webmaster
Sniper - Designed and implemented a Half-Life 2 mod

Theses

- CHAFFIN, A. *Game2Learn: Compiler Integration into a Video Game to Increase Learning Gains in Computer Science Students*. Master's Thesis. The University of North Carolina, Charlotte. May 2009.
- CHAFFIN, A. *StormHaven: One Throne, One Destiny*. Senior Thesis. Game2Learn. The University of North Carolina, Charlotte. May 2006.

Publications

1. CHAFFIN, A., DORAN, K., HICKS, D., AND BARNES, T. 2009. [Experimental evaluation of teaching recursion in a video game](#). In *Proceedings of the 2009 ACM SIGGRAPH Symposium on Video Games* (New Orleans, Louisiana, August 04 - 06, 2009). S. N. Spencer, Ed. Sandbox '09. ACM, New York, NY, 79-86.
2. BARNES, T., E. POWELL, A. CHAFFIN, H. LIPFORD. [Game2Learn: Improving the engagement and motivation of CS1 students](#). In ACM GDCSE 2008.
3. BARNES, T., H. RICHTER, A. CHAFFIN, A. GODWIN, E. POWELL. (2007). [Game2Learn: Building CS1 Learning Games for Retention](#). Accepted by ITiCSE2007, Dundee, Scotland, June 2007.
4. BARNES, T., H. RICHTER, A. CHAFFIN, A. GODWIN, E. POWELL, T. RALPH, P. MATTHEWS, AND H. JORDAN. (2006). [Game2Learn: A study of games as tools for learning introductory programming](#). Submitted to *SIGCSE2007*, Kentucky, USA, March 2006.
5. BARNES, T., H. RICHTER, A. CHAFFIN, A. GODWIN, E. POWELL. (2006). [The role of feedback in Game2Learn](#). Submitted to *CHI2007*, San Jose, CA, April 2006.
6. CHAFFIN, A. (2005). *Game2Learn: Designing a game to teach computer science*. Abstract and poster presented at the North Carolina Undergraduate Research Symposium.

EXPERIENCE

Research Assistant

UNC Charlotte (NSF)

Current

Graduate Research Assistant for Dr. Tiffany Barnes. Includes programming games, research on games, assisting the *Advanced Game Design* students, writing thesis and other publications (to include presentations), lectures, proctoring and grading exams, and mentoring two undergraduate researchers.

Teacher's Assistant*UNC Charlotte***8/06 – 12/08**

Teaching Assistant for the undergraduate class *Introduction to Computer Science* (Spring 07, Dr. Barnes), undergraduate/graduate classes *Intro to Game Design and Development* (Fall 06 and 08, Dr. Barnes), and *Artificial Intelligence* (Fall 06, Dr. Dale Marie Wilson). Responsibilities include tutoring in C++, C#, Java, and game design, game research and programming, website maintenance, lecture, proctoring exams, curriculum development assistance, and grading.

Research Assistant*UNCC (NSF)***5/06 – 8/08 (Summers)**

- 2008: Graduate Research assistant with the REU program for Dr. Barnes. Implemented in-game compiler in an XNA engine (<http://darkwynter.com>) to teach recursion for Master's Thesis.
- 2007: Graduate Research assistant with the REU program for Dr. Barnes. Researched and implemented a prototype on in-game compilation, also designed and developed a database for game log files.
- 2006: Research assistant for Dr. Barnes' Game2Learn (<http://playground.uncc.edu/Game2Learn>) project. Programmed a Neverwinter Nights mod to teach introductory computer science.

Webmaster/Office Manager*Premier Software Solutions***2/02 - 8/02**

Primary responsibilities included the development and maintenance of the company website (<http://soft-solutions.com/>). Other responsibilities included researching and planning the development of an intranet server utilizing Microsoft Sharepoint and preparing documentation for customers and other employees utilizing Microsoft Excel, Access, Word and Goldmine.

Systems Operator/Shift Leader*Advanced Internet Technologies***8/99 - 12/01**

Developed websites (<http://aitcom.net>), training aids, training schedules, and handling incoming technical calls and emails regarding client problems (rated at tier three). Handled manager related calls and emails, including the premier customers. Managed a team of six employees that included billing and technical representatives that serviced the billing and technical requirements of a customer base of over 130,000.

Monitored and maintained servers and was responsible for building and maintaining MySQL and MSSQL databases for internal and external use.

Focused on maintaining server load, handling all "manager" issues, as well as troubleshooting issues, inventing, and documenting (both oral and written) fixes when a problem occurs.

ADDITIONAL INFORMATION

Published (creative fiction) three times; a short story and two poems. Received the Butch Writing Award for a short story. Undergraduate GPA 3.012. Graduate GPA 3.4.