

Amanda Chaffin ♦ Software Engineer

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Talented software engineer with excellent research and development, analytical, and communication skills.

Languages:	TECHNICAL SKILLS
OOP Skills:	C#, Java, C++, PHP, UML, Neverwinter, Unreal Script
Environments:	OOA&D, MVC, Data Modeling, Abstraction, Events
Development Style:	.Net 3x, Win 32, Linux, Xbox360
Databases:	Agile "Scrum", Top-Down, Bottom-Up
Graphic ToolKits:	MySQL, mSQL, SQL Server, Oracle
Graphic Modeling :	XNA, DX, OpenGL, Aurora, Unreal, 3D Game Studio
	Paint Shop, Photoshop, Milkshape, CB Model Pro, Maya

WORK EXPERIENCE

- Graduate Research Assistant** *UNC Charlotte (NSF)* 12/08-Present
Tasks incl: programming games, research, assisting *Intro/Adv. Game Design & Dev (I/AGDD)* students, lecturing, documentation, proctoring/grading exams, and mentoring undergraduates.
- **Master's Thesis** - Researched, designed and implemented an in-game compiler w/logging in an XNA engine, for *EleMental: The Recurrence* to teach recursion.
 - **Lead Programmer/Architect** - *Noah's ArcStraction* - Teaches OOP programming (XNA)
 - **Lead Programmer/Architect** - *Surreal* - 2D side scroller puzzle game (XNA)
 - **Programmer/Artist** - *Incursion* - "Campaign System" for 2D RTS (XNA). Published in "Community Games" on **XBox Live**.
- Teacher's Assistant** *UNC Charlotte* 8/06-12/08
TA for several undergraduate classes: *Intro to Computer Science, IGDD, AGDD, and Artificial Intelligence*. Tutored students in C++, C#, Java, game design, and game research and programming. Hosted several lectures, proctored exams, and assisted with the development of future curricula.
- **Lead Software Engineer** - *EleMental: The Recurrence* - Added in-game C# compiler.
 - **Lead Software Engineer** - *Scion of the Wolf* - a 2.5D fighting game (XNA)
 - **Artist/QA** - *EleMental* - testing, 3D animation, HUD, menu system (XNA)
- Research Assistant** *UNC Charlotte (NSF)* (Summers) 5/06-8/08
Game2Learn Project. Programmed a Neverwinter Nights mod to teach introductory computer science (2006). Implemented in-game compiler and engine database (2007). Led a team of 2 undergrads in finishing *EleMental: The Recurrence* for Master's Thesis (2008).
- Webmaster/Office Manager** *Premier Software Solutions* 1/02-8/02
Responsibilities included the development and maintenance of the company website. Initiated implementation of an Sharepoint intranet server. Prepared customer and employee documentation.
- Systems Operator/Shift Leader** *Advanced Internet Technologies* 8/99-12/01
Developed and implemented company website. Created and deployed training modules. Managed a team of six who serviced the billing and technical requirements of 130,000 accounts. Supported production servers and databases, was responsible for uptime and maintenance.
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EDUCATION

- University of North Carolina at Charlotte, NC** 1/03-5/09
Master of Science, Computer Science, GPA 3.6 8/06-5/09
- Certificate of Game Design and Development
- Bachelor of Science, Computer Science, GPA 3.012 1/03-5/06
- Concentration in English

For a complete Curriculum Vitae (CV), please see <http://wulfkat.darkwynter.com>.
References available upon request