

Amanda Chaffin

Software Engineer ♦ Writer

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OBJECTIVE: Obtain a position as a software engineer/game programmer.

SOFTWARE EXPERIENCE

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

Graphics & Modeling: JASC Paint Shop Pro, Adobe Photoshop, Milkshape, CB Model Pro, Maya

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

Databases: MySQL, mSQL, SQL Server 2000, Oracle

EXPERIENCE

Graduate Research Assistant

UNC Charlotte (NSF)

12/08-Present

Functions include: programming, research, and assisting “*Advanced Game Design*” students, hosting lectures, creating documentation, proctoring and grading exams, and mentoring undergraduate researchers.

- **Lead Programmer/Architect** for *Noah's ArcStraction*, teaches Object Oriented Programming (XNA)
- **Lead Programmer/Architect** for *Surreal*, implemented 2D side scroller puzzle game (XNA)
- **Programmer/Artist** for *Incursion*, implemented a campaign system for a 2D RTS (XNA). This game can also be found in “Community Games” on Xbox Live.

Teacher's Assistant

UNC Charlotte

8/06–12/08

Teaching Assistant for the several undergraduate classes: “*Introduction to Computer Science*”, “*Design and Development*” 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.

- **Project Lead/Software Engineer** for *EleMental: The Recurrence*, responsible for engine re-design and implementation that included an in-game C# compiler (XNA).
- **Project Lead/Programmer** for *Scion of the Wolf*, a 2.5 D fighting game (XNA)
- **Artist/Quality Assurance** for *DarkWynter's EleMental*, developed test harnesses and 3D animated models for a 3d multiplayer FPS/action game (XNA)

Research Assistant

UNC Charlotte (NSF)

5/06–8/08 (Summers)

- 2008 Graduate Research Assistant with the REU program. Implemented in-game compiler in an XNA engine to teach recursion for Master's Thesis.
- 2007 Graduate Research Assistant with the REU program. Researched, designed and implemented a prototype on in-game compilation and implemented a database for game log files.
- 2006 Research Assistant with the Game2Learn Project. Programmed a Neverwinter Nights mod to teach introductory computer science.

Webmaster/Office Manager

Premier Software Solutions

1/02-8/02

Primary responsibilities included the development and maintenance of the company website. Initiated implementation of an intranet server utilizing Microsoft Sharepoint. 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.

EDUCATION

University of North Carolina

Charlotte NC

8/06–05/09

Master of Science, Computer Science, Certificate of Game Design and Development

Bachelor of Science, Computer Science, Minor in English

1/03–5/06

*For my complete CV, please go to <http://wulfkat.darkwynter.com>.
References are available upon request*