

Oleg Osin

www.berzerked.com

2342 Fitzwater St, Unit B1
Philadelphia PA, 19146
267 699 8373
oosin.zerk@gmail.com

.:Experience

Company: University of Pennsylvania

Location: Philadelphia, PA

Job Title: Analyst Programmer

Dates: May of 2009 – Present

Job Description:

- Develop technology to bridge in-house AI simulation systems with external 3D game engines (e.g. VBS2, Irrlicht), maintain in-house tools and develop training games using the bridge technology

AI simulation bridge API:

- Developed a Python and C++ API that allows communication with AI simulation system via XML-RPC
- Created and maintained Unit tests for the bridge API

3D and 2D training game:

- Helped develop a 2D game from the ground up using wxPython and a 3D game using VBS2 Game engine
- Linked all game agents and objects with AI simulation via the in house bridge API

Company: AMI Entertainment

Location: Bensalem, PA

Job Title: Game Programmer

Dates: July of 2006 – May of 2009

Job Description:

- Worked with marketing, artists, QA and other developers to create quality casual games for the leading touch screen platforms, ION, FORCE, HP-TouchSmart, iPhone
- Also helped develop in-house engine that was platform independent

Zenword/Ink Rally/Deflection/Spider Kings/Outlaw Poker/Spot Match/Triple Crown Boxing:

- Developed the above games from the ground up using an in-house 2D engine. Added/tweaked functionality of the engine as needed
- Worked with artists & producers to design and polish gameplay
- Implemented flexible designs to accommodate for feature requests

Chainz 2/Luxor/Luxor 2:

- Helped port an existing game engine to work with an in-house 2d engine on the Linux platform and added localization support

Text system/Menu system/Effects system:

- Designed implementation independent interfaces for the above systems
- Wrote concrete implementations for the text system using Uniscribe and Pango text rendering engines
- Implemented a data driven menu system and effect system using the in-house rendering engine

.:Skills/Tools

Languages

C++
Python
Java script

APIs

OpenGL
FMod
Allegro
wxPython
webGL
Uniscribe
Pango
XML-RPC
VBS2

IDEs

Visual Studio
KDevelop
VIM
Eclipse

Tools

Valgrind
CVS/SVN/Git
Microsoft Project
Visual Paradigm

Platforms

Linux
Windows

2D/3D Graphics

Adobe
Photoshop
Adobe Illustrator
Autodesk Maya
Adobe Flash

Company: Interactive Idea

Location: Denver, CO

Job Title: Programmer

Dates: October of 2010 – Present (Part time)

Job Description:

- Develop a 3D web browser application (Ride Designer) that allows the user to customize motorcycles

Ride Designer:

- Designing and creating asset management, material/shader, and UI systems using three.js which is a WebGL engine

.:Other accomplishments

FVWC - Federal Virtual Worlds Challenge 2011:

- Took first place in Patterns of life category: <http://www.fvwc.army.mil/>

Philly Game Jam 2009:

- Took first place in Most innovative game category: <https://www.cs.drexel.edu/gamejam>

JAAMAS - Journal of Autonomous Agents and Multi-Agent Systems:

- Helped edit and write: Autonomous Agents and Multi-Agent Systems (9167): Article #682R3

.:Education

Full Sail Real World Education

Bachelor of Science in Game Design and Development

Winter Park, FL

June. 2006