

Jasen Moloy

Interactive Entertainment Engineer

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Work History

Mass Media / THQ
Moorpark, CA

Associate Programmer

2008 - Present

Skills Acquired

§ Recreated the in-house particle editor tool for our artists as well as the pipeline and unit test on the programming side.
§ Updated, redesigned, and implemented the particle system into the demo.
§ Was in charge of researching and implementing the update management and AI for flock behaving creatures.

§ Communication with artists and leads regarding significant assignments
§ Creating a pipeline for key assets
§ Knowledge of the game-
implementing workflow

Happy Camper Studios
Phoenix, AZ

Software Engineer Intern

2008

Skills Acquired

§ Produced unit, integration, and functional tests for each application.
§ Created In-house tools and commercial GUI applications for customers using Ruby while running off of Java.
§ Spoke with clients to discuss progress and design decisions.

§ Advanced OOP Design
§ Test-Driven/Behavior-Driven Development
§ Dynamic Typed Language Experience

Group Projects

Project Argus

Lead Programmer

2007

Project Argus is a modification of the Roboblitz engine which is a heavily modified version of the Unreal 3 engine. The main focus of the project was to experiment with the new Unreal 3 engine's technologies and create a post-apocalyptic world along the way.

§ Responsible in implementing graphic and animation pipeline for the team. Worked with animators and modelers using 3D Studio Max.
§ Responsible in establishing a code framework.
§ Managing and coordinating programmers on team.

Butterfly Jutsu

Scripter

2007

Butterfly Jutsu is a 2D RPG game using Torque Game Builder. The goal was to create a top-down RPG set in a world of Japanese Ninjutsu. The player would engage in real time combat and perform special attacks using certain key combinations in order to destroy enemy ninjas.

§ Worked with artists in implementing cell-based animations and assets.
§ Utilized multi-layered sprites in order to create the appearance of depth. This was also used for collision.
§ Developed player's input logic and wired in enemy AI.

Goldeneye 2006

Programmer / Scripter

2006

Goldeneye 2006 is a 3D total conversion modification using the Hammer engine. The idea behind the project was to remake the classic Goldeneye 64 game using new graphics, AI, and the physics technology that was used in Half Life 2 and also to add in scenes from the film.

§ Recreated the chemical room scene from the film using scripted scenes and audio clips.
§ Mimicked the original game's AI patterns and movements.
§ Created the main menu screens as well as the introduction video.

Skills

Engineering

- C++ / Managed
- C#
- Ruby
- C++ STL / .NET
- C# .NET
- Unreal 3 Engine
- Hammer Engine
- Actionscript
- XNA 2.0
- DirectX 9
- SQL
- 2D/3D Vector Math

Design

- Game-based unit testing
- Object oriented design patterns
- Behavior Driven Design
- Test Driven Development
- Game documentation
- Software documentation

Art

- Certificate of training
 - Photoshop
 - Illustrator
 - 3D modeling / texturing concepts
 - Flash
 - Dreamweaver
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Education

University of Advancing Technology – Tempe, AZ

Years Attended: 2005 – 2008

Degree: **B.S. in Software Engineering**

Major: **Game Programming**

Profile

- Avid gamer of all platforms and genres
- Quick learner and self-starter
- Motivated by teamwork
- Visually and mentally perceptive
- Skills in management and coordination
- Fluent in Spanish
- Member of the IGDA