

Torin Kampa

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OBJECTIVE

A game engineering position writing efficient, modular code; with a particular interest in system architecture, graphics, and optimization.

SKILLS

- Game Programming / Design, Application Programming, Web Development, Graphic Design
- Languages: C++, C#, UnrealScript, HLSL, GLSL, Cg, Java, ActionScript, PHP, SQL, Javascript, Assembly
- Frameworks: Unreal Engine 3, XNA, DirectX, OpenGL, Ogre, RakNet, PhysX, wxWidgets
- Tools: Visual Studio, Perforce, SVN, Photoshop, Flash, Maya, XSI, Microsoft Office

GAME CREDITS

LMNO (Spielberg-1)	Software Engineer	Electronic Arts	TBA
Medal of Honor: Airborne	Software Engineer	Electronic Arts	2007
Medal of Honor: Pacific Assault	Tester	TKO>Software, Inc	2004
Medal of Honor: Breakthrough	Tester	TKO>Software, Inc	2003

EXPERIENCE

- Electronic Arts, Software Engineer** May - Aug 2008
- Created a design tool that records playthrough data and visualizes it in the level editor
 - The tool filters and aggregates multiple playthroughs with tunable levels of detail
 - Challenges: building elegantly upon legacy code, effective visual data presentation
 - Skills Cultivated: coordinating with designers and producers, proactiveness
- Electronic Arts, Software Engineer** May - Aug 2007
- Worked on a team of four to design and implement a dedicated server for "Airborne"
 - Fixed system-level bugs including severely broken map rotation
 - Challenges: joining late in the development cycle, no infrastructure for a dedicated server
 - Skills Cultivated: working with an enormous and established codebase, teamwork
- USC Integrated Media Systems Center, Software Engineer** Jan - May 2007
- Developed a game prototype that helps stroke victims recover their motor functions
 - Skills Cultivated: designing for utmost accessibility, research-oriented engineering
- Seagate Technology, Software Engineer** May - Aug 2006
- Developed a web application that provides a fast live connection from Oracle to Excel
 - Accelerated and simplified database transfer between international offices
 - Skills Cultivated: gathering requirements from clients, quick feature iteration
- TKO>Software, Inc, Tester** June - Sept 2004
- Bug collection, regression, and resolution using DevTrack June - Sept 2003
 - Skills Cultivated: interdepartmental communication, attention to detail, crunch time

EDUCATION

- University of Southern California, Los Angeles, CA** 2005 - 2009 (Expected)
- B.S. Computer Science (Games)
 - Honors: Upsilon Pi Epsilon, Sigma Alpha Lambda, Dean's List