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| **Profile** |

I am a software developer with a passion for video game and multimedia development. In my professional career I’ve worked on many projects on different platforms and worked with a large variety of different technologies providing me with a wealth of valuable insight and experience. Even when working on the smallest tasks I always have the big picture in mind.

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| **Core competencies** |

Languages

* C++, C, C#, Java
* Javascript, HTML, XML, CSS, SQL, Java, .Net, Php, ActionScript
* OpenGL, DirectX, HLSL

Technologies

* Visual Studio, GCC, NetBeans, Git, NPM
* Windows and Redhat Linux environments
* Jira, Confluence, Bitbucket, Jenkins, FMOD, Miles Sound System
* Xbox 360 and PS3 Development tools

Qualifications

* 11 Years of programming and development experience
* 5 Years of game development experience
* Great troubleshooting and diagnostic skills
* Quick learner
* Great team player

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| **Professional experience** |

**Kongsberg Geospatial** *Sept 2017 - Nov 2020*

*Software Developer and Technical Support*

* Maintained and developed features in existing software with C++ for both Linux and Windows environments
* Helped to develop prototype applications in React
* Point of contact for customer issues and support
* Worked on Web port of TerraLens SDK

Key accomplishments

* Developed external plugin system and several plugins for loading and rendering new data formats

**MNP**  *Oct 2016 - July 2017*

*Consultant and Developer*

* Maintain and develop web components in TeamSite using XML and XSL
* Helped develop a public facing web portal for the government of Manitoba
* Developed a user interface in java for an in house ROT tool

**Espial Inc** *May 2014 - July 2016*

*Integrated Web Application and Software Developer*

* Used Javascript with Canvas and WebGL to develop user interface software for cable set top boxes
* Built and maintained multiple layers of software
* Coordinate with several other developers to design and implement new application frameworks together
* Mentor new developers to share knowledge and encourage cooperative programming practices

Key accomplishments

* Wrote a new event dispatching system that was 99.5% more efficient in most cases
* Converted a large Canvas web application into a WebGL application
* Wrote an automated localization system that could dynamically update visible content when the language was changed

*Professional experience (continued)*

**Fuel Industries** *Oct 2012 - Apr 2014*

*Web Application and Game Developer*

* Programming and development of ActionScript based games for a Web environment aimed at youth audiences
* Developed and maintained various tools and libraries for AR, 3D and Production tools
* Wrote engine code and tools for 3D environments in flash from the ground up
* Worked with both new and legacy code under extremely tight deadlines to produce new content every two weeks

Key accomplishments

* Development of a 3D environment for a flash web MMO - Happy Studio

**ARTECH STUDIOS** *Mar 2010 - Dec 2011*

*General programmer*

* Programming and development of video games for various platforms, including but not limited to, XBox/Kinect, Playstation 3 and iPad
* Wrote and maintained both low level engine and high level game code; consistently worked on the abstraction layer for various audio engines
* Managed time effectively to meet restrictive deadlines while maintaining a consistent standard of quality in the code
* Collaborated and coordinated with other programmers, artists and level designers to complete assigned tasks in a professional and timely manner

Key accomplishments

* Published games: The UnderGarden and Motion Explosion

**TECH GEMINI, INC** *Oct 2009 - Mar 2010*

*Programmer*

* Maintained and developed various data management applications in both C++ and C# in the position of lead developer
* Adhered to a strict coding practice to maintain the code on legacy technology

Key accomplishments:

* Greatly improved the performance of the data management application

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| Education |

**ALGONQUIN COLLEGE** *2006–2009*

*Video Game Development*

* Programming in C++, C#, DirectX 9, OpenGL and HLSL
* Coding, Audio, Graphics, UX and Level design, and Project management
* Design and build a released video game from scratch
* Critical team and project management skills

*Reference*

**Jackie Armitage**

Software Developer at Kongsberg Geospatial

613-302-8611

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*Portfolio*

My portfolio is available online at www.cyrilmacisaac.com