

# Parish Regn-Stillwaggon

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## EXPERIENCE

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### Drive Alive LLC

Mar 2012 - Present

#### Web Developer/Consultant

- Consulting Drive Alive LLC owner on web development, database design and security issues
- Developing pages for users to log in, view and edit their information and settings

### Blink – Blue Void Studios LLC

Dec 2011 - Present

#### Game Programmer

- Implementing Motion Based Controls using Razer Hydra Motion Controller, Sixense TrueMotion SDK and Unrealscript
- Worked with many parts of Unreal Engine including Navmesh Path Finding, Kismet, Unrealscript, Materials, and Level Editor to create gameplay objects and mechanics
- Set up SVN repository for project scripts and handled weekly source merges and builds

### JhallComics.com

Sep 2011 - Present

#### Web Admin

- Designed and implemented webcomic site with HTML/CSS/PHP/MySQL which consistently generates 1+ million hits per month
- Ensured proper functionality across a range of popular web browsers including Mobile Safari, Chrome, Firefox and Internet Explorer
- Created content uploading pages to automatically handle updating comic database and RSS feeds

### Shred Nebula Content Pack – Crunchtime Games

Mar 2009 – Aug 2009

#### Game Programmer Intern

- Developed content pack for XBLA title “Shred Nebula” in C++, DirectX 9, and Official XBOX 360 SDK
- Updated and extended GUI elements including localization files in nine different languages
- Created working solution for key memory management issue in original game code
- Created a new system for input testing which allowed Shred Nebula to have fully customizable controls
- Helped to create new game mode tentatively titled “Champion Arena” by implementing new game objects, mechanics and new behavior for existing game objects

## CAPABILITIES

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|---|--------------------------|--------------|
| • Web Development Including Layout, Design, and Programming       | • C++                    | • .NET       |
| • 2D/3D Game/Simulation Programming in UDK and C based languages  | • C#                     | • HTML       |
| • Tool Development using Win32                                    | • Java                   | • XML        |
| • Experience with Photoshop and Illustrator                       | • Unreal Development Kit | • CSS        |
| • Fluent in Microsoft Office including Powerpoint, Excel and Word | • Unrealscript           | • Javascript |
| • Experience working with professional team                       | • DirectX                | • PHP        |
|   | • OpenGL                 | • MySQL      |
|   | • XNA                    | • AJAX       |
|   | • Win32                  | • OOP        |

## EDUCATION

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### University of Advancing Technology

Sep 2005 - Dec 2009

BS in Software Engineering with focus in Game Programming