

Dmitry Portnoy Phone: (301)-908-3259 Email: dmp1488@gmail.com
Carnegie Mellon – Class of 2010 Major in Computer Science, Minor in Math
www.medievaltech.com

Independent programmer seeking a full-time opportunity in the game development industry.

Work Experience

Software Engineering Intern for EA Mythic (12 weeks in Summer 2009)

- Worked on the UI team for Warhammer Online
- Used Visual C++ and Lua

Web Application Programmer for wiki/database system(06/08 - 08/08 fulltime, 08/08 – 09/05 10 hrs/week)

- Developed and managed and wiki frontend and a database system for storing experiment data
- Administered a Fedora box and installed apache, Postgres, PHP, and MediaWiki
- Wrote MediaWiki extensions to retrieve data from a database and allow it to be modified dynamically with AJAX
- Used PHP, Javascript and CSS

Course Assistant for Intro Java Course (Fall 2008, Spring 2009)

- Weekly 1 hour recitations, going over concepts from lectures, open office hours 6 hrs/week

SEAP Internship (US Army Topographic Engineering Center (TEC) – 06/05 – 08/05 and 06/06 – 08/06)

- Participated in development of an image-recognition mapping system using ArcGIS and Visual Basic
- Developed an object-recognition algorithm that recognizes buildings among other objects and further enhanced object-recognition algorithm to model the most common shapes of building roofs.

GCS Experience (Game Creation Society www.gamecreation.org)

Members of GCS participate in multi-disciplinary teams to complete semester-long projects.

- Systems Admin (Officer Position) from Fall 2008 to Fall 2009
- Lost Perception (based on Lost Haven), emphasizing story and interesting gameplay - Java (project lead, programmer, Fall 2008)
- Origami, 3D adventure - C#, MOGRE, and Creation.Engine (custom-made GCS engine) (triggers/events programmer, Fall 2008)
- Distorted, 2D platformer - C#, XNA (AI Programmer, Spring 2008)
- Lost Haven, 2D RPG in the style of Diablo (Java programmer, project lead, Fall 2007)

Independent Software Development

(Demos available at www.medievaltech.com)

- Wild Pockets 24 hr. Game Jam (10/18/2008 - 10/19/2008)
- Lost Haven (rewrite) in C++ and Allegro (2008)
- Tetris (simplified) in C++ and the Allegro graphics library. (Winter 2007-2008)
- Space-shooter in Java, in the style of Space Invaders. (Spring 2007)
- Browser-based RPG in PHP and HTML. (Fall 2005-Summer 2006)

Courses

Database Applications (15-415), Computer Graphics (15-462),
Artificial Intelligence (15-381), Animation, Art, and Technology (15-465), Networks (15-441),
Operating System Design and Implementation (15-410), Game Design (53-609)

Languages: C, C++, Java, Javascript, C#, PHP, CSS, Visual Basic, HTML

SDK/API: OpenGL, Allegro, Flixel (ActionScript library), DirectX, XNA

Other interests: piano, digital art (2D and 3D)