

Don-Duong Quach

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= <http://www.geocities.com/djd2tq/> =

OBJECTIVE

To become a junior, games programmer with opportunity for specialization.

EDUCATION

University of California, San Diego (September 2001)
B.S. Computer Science; Revelle College. *GPA 3.45*

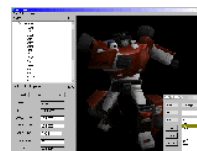
SKILLS

- Languages** Strong in C++, C, C#. Experienced in Managed C++, Ruby, Java, HTML.
- Math** Proficient with linear algebra, quaternions and geometry. Experienced in calculus and geometric modeling with curves.
- APIs** Proficient in OpenGL, .NET. Experience with Win32, MFC and DirectX.
- Software** Proficient with Visual C++ 6.0/.NET. Working knowledge of Perforce, DevPartner Profiler, Animation:Master, Word and Access, Dreamweaver, Fireworks, Windows and Unix OSes. Exposure to VTune and WinCVS.

DEVELOPMENT EXPERIENCE

Transformers Remake (September 2001 – Present)

- Lead programmer in creating a 3D game engine.
- Maintaining code revisions with Perforce.
- Prototyped spatial partitioning algorithms, collision detection, and scene management.
- Implemented time, input, math, model animation libraries.
- Created model and animation viewing application using MFC and .NET.
- Built website documenting the development process and progress.



Transformers (April – June 2001)

- Worked in team of 6 designing, and implementing 3D, networked game using Transformers motif.
- Implemented collision detection using OBBs in Octree.
- Partially implemented graphics and gameplay.



Robot Game (April 2001)

- Created 2-player robot arena game.
- Implemented from designer's concept.
- Renders 3D graphics with 2D physics.



**Willing to relocate. 12/04/2002*