

SKYLER CASEY CLARK

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PROGRAMMER, PRODUCER, AND DESIGNER

SKILLS

Programming Languages: C++, C#, Java, PHP, Javascript, Perl, ActionScript 3.0, Scheme, HTML/CSS

Version Control Systems: Subversion, Git, CVS

Applications: Visual Studio, Eclipse, Photoshop, InDesign, Word, Excel, Project, 3DSMax, Maya

Game Engines/Frameworks: Source, XNA, Flash, Unity, jME, C4, Ogre3D, Facebook API

EDUCATION

University of Southern California (USC) *May 2011 (Expected)*
M.S. Computer Science, with a specialization in Game Development

Worcester Polytechnic Institute (WPI) 2009
B.S. Interactive Media and Game Development, with Distinction and on Dean's List
Double Minor: Computer Science, Electrical and Computer Engineering
Provost's MQP Award: Received for best IMGD senior project (*see MQP below*)

Major and Interdisciplinary Qualifying Projects @ WPI

MQP - Design and Development of a Multiplayer Survival/Horror Game *Aug 2008 - Mar 2009*

- Followed a complete development process while designing and developing our game, "Petrified," from idea conception through completion
- Dealt with synchronizing game events, player movement, and prediction across a multiplayer game
- Led a three person team while also doing project production and programming

IQP - Designing a Business Plan for CCDT *Jan - Mar 2008*

- Traveled to London to help develop a business plan for two merging not-for-profit organizations

WORK EXPERIENCE

Networking & Video Game Technology Consultant Latham & Watkins, LLP *Nov - Dec 2009*

- Researched prior art relating to Network technology
- Used my knowledge of cited technology to discover flaws in original patent

Video Game Engineer Worcester Polytechnic Institute *Summer 2009*

- Wrote several games with tutorials for *Beginning Game Development* class

Teaching Assistant Worcester Polytechnic Institute *Mar - May 2009*

- Enjoyed helping students learn better programming practices in *Technical Game Development II* class

Freelance Programmer *Summer 2004 - Present*

- Corresponded directly with customers to draft deals and ensure satisfaction
- Quickly adapted to rising technologies to take advantage of increased demand in those areas