

# Jasmine Hegman

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## Game/Tools Programmer

**Objective:** A game or tool programming position for a company with a comfortable atmosphere looking for an individual with the ability to write effective, optimized code, problem solve to achieve company objectives, and who is eager to produce exciting, entertaining games.

### Qualifications:

- Ability to take complex ideas and realize them in code, quickly, accurately, and creatively
- 13 years of gaming and modding experience, following the industry and its trends closely, coding, and studying
- Talented game designer; ability to spot danger areas in a proposed design, suggest, and help implement alternative solutions
- Exceptional versatility and adaptability to changing technologies
- Talented at taking diverse technologies and applying them towards something new
- Outstanding communication and team-building skills
- Competent understanding of the rendering pipeline and how it affects performance
- Adept understanding of how audio (music AND sound) fit together in a game; musically and mechanically.
- Modified games: Quake II, Quake III, Quake IV, UT2k4, C&C: Red Alert & Tiberian Sun, Ultima Online, Starcraft
- Experience with a diverse set of frameworks: Ogre3D, SFML, SDL, Ndslib (devkitPro derived Nintendo DS Homebrew), OpenGL, DirectX, OIS (Object Oriented Input System)

### Skills:

- C/C++
- C#
- PHP
- MySQL
- HTML/CSS/JavaScript
- Node.js (server side JS)
- Visual Basic
- Evolutionary Algorithms
- Ogre3D
- SFML
- OpenGL/WebGL
- SDL
- Ndslib (Nintendo DS Homebrew)
- Game Design
- Ableton Live
- Website Design

## Projects:

- Primal Carnage (Asymmetrical Humans vs. Dinosaur team-based multiplayer game)
  - (Currently) Designing and building a game key authorization server
  - (Currently) Designing and building a game server list provider
  - Worked on gameplay prototype (UDK)
  - Implemented networking (Unigine)
- Barfight (Quake 3 Total Conversion I-Phone Port)
  - Handled Quake 3 modification (fists, blocking, survival gametype, new models)
- Zero Barrier (Quake IV Total Conversion)
  - Implemented leaning/sprinting systems, new weapons, game types
- JBrawler (XNA 2d Brawler)
  - Scrolling bg + tiles, ingame editor, loading/saving, bracketing system, sprite mgr
- Port of Memoir '44 (Hex Board Game) to the Nintendo DS (Handheld)
  - Implemented hex-map engine, game states, saving/loading
- Maelstrom (Q3 mod)
  - Created a networked RPG-based experience/leveling/skill system
- Websites
  - [www.thomashegman.com](http://www.thomashegman.com)
    - Custom CMS with auto thumbnail, caching, and modern UI (drag-&-drop)
  - [www.marybrasch.com](http://www.marybrasch.com)

## Education:

University of Advancing Technology	Tempe, AZ	2007-2009
Major: Game Programming/Software Engineering		
Delta State University	Cleveland, MS	2006-2007
Major: None (General Education/Art)		