

John W. Blum

(205) 919-5520
johnwblum@gmail.com
www.johnwblum.com

SKILLS

Disciplines

- Computer Graphics, Computer Audio, Networked Applications, Video Game Design, Artificial Intelligence

Languages and Technologies

- C++, C# (Unity), C, Java, Python, Lua, Virtual Reality, Linux, Android, D3

Tools and Methodologies

- Agile (Scrum), Git, Visual Studio
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EDUCATION

Georgia Institute of Technology

August 2014 – December 2017

Atlanta, GA

- B.S. in Computer Science – Media and Information Internetworks
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EXPERIENCE

Software Engineering Intern

May 11, 2015 – August 14, 2015

May 16, 2016 – August 14, 2016

Meggitt Training Systems

- Developed new features for a virtual firing range using C++ and Microsoft Visual Studio, and CryEngine.
 - Solved critical bugs before initial delivery.
 - Worked with professionals from the game development industry in an agile/SCRUM environment to plan, budget, and track the project.
 - Collaborated with artists, subject matter experts, and developers to create the best solution to features I owned
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PROJECTS AND AWARDS

Pocket Meat

- Gameboy advance rendition of the popular indie game *Super Meat Boy*
 - Written in C
 - Available for free at BomberDev.Itch.io/Pocket-Meat
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Knoller

- Item organization artificial intelligence agent
 - Uses simulated annealing to arrive at a more optimal solution
 - Written in C++, with SFML for graphics
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LiquidSim

- Top-Down liquid simulation based on cellular automata
 - Allows for adjustment of cohesion forces to simulate more viscous liquids
 - Written for Unity using C#
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