

# Shawn White

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## Objective

To obtain a full time position as a graphics and effects programmer.

## Summary of Qualifications

- Proficient with a whole host of C-like languages
- Experience with producing multiple games from prototyping to shipping to maintaining
- A math, programming, and art background
- Unity engine expert, especially with subjects pertaining to effects and graphics programming
- Proficient with many art tools, including Maya, Max and Photoshop

## Work Experience

### Graphics Programmer - Flashbang Studios, LLC. - April 2007 / Present

- Wrote numerous Cg shaders for geometry materials and post-processing effects.
- Wrote engine tools to aid game designers with level design and artists with the asset pipeline.
- Miscellaneous gameplay programming tasks ranging from UI to physics rigidbody management to camera systems.
- Developed a graphics engine for the iPhone OS.
- Multiple platform development including Windows, Mac OS X, iPhone OS and Nintendo Wii.
- Performed miscellaneous technical art tasks including managing uv layouts, creating 3d models, and rigging.
- Community management for the blurst.com website.

### Technical Support Specialist/Engineer - Crucial Gaming Servers, Inc. - March 2007 / May 2009

- Manage and provide technical support for customers' VOIP and Web Servers on Linux based boxes
- Wrote PHP based internal customer support tools for ticket management and customer servers management.

### Freelance

- Participated in production of various contract projects.
- Duties varied from gameplay programming, to systems programming, to art production, to shader authoring.

## Education

### The Art Institute of Phoenix - Phoenix, AZ

Bachelor of Arts in Visual & Game Programming

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## Projects / Games

### Flashbang Studios

- Attach Rate Challenge 3 – Sales employee training game contracted for by Cisco Systems.
- **Blurst** – Unity portal site with a backend for per-user game data, leaderboards, achievements, and game store. <http://blurst.com/>
- Blurst Technology – Tech blog specializing in the Unity engine for sharing our expertise with the Unity community. <http://technology.blurst.com/>
- **Blush** – Blurst game. Winner of Unity Technology's Unity Awards Best Technical Achievement award. <http://blurst.com/blush/>
- Crane Wars – Blurst game. <http://blurst.com/crane-wars/>
- iSplume – iPhone game using Blurst backend.
- Jetpack Brontosaurus – Blurst game. <http://blurst.com/jetpack-brontosaurus/>
- Minotaur China Shop – Blurst game. <http://blurst.com/minotaur-china-shop/>
- Paper Moon – Blurst game. <http://blurst.com/paper-moon/>
- Raptor Copter – iPhone game using Blurst backend.
- **Raptor Safari and Raptor Safari HD** – Blurst game. Winner/mentions of many internet contests and lists. <http://raptorsafari.com/>
- Splume – Blurst game. Winner of Unity Technology's Top DOG award. <http://blurst.com/splume/>
- Time Donkey – Blurst game. <http://blurst.com/time-donkey/>

### Freelance

- Flight of the Kelvins – Contractor for dotBunny, Inc. <http://vimeo.com/10129138>
- SURGE – Contractor for SURGE group at Arizona State University
- Katamation Demo – Contractor for Dimension X Design, LLC

### Other

- Shanke – Student game for the Art Institutes. Shown as recruitment material at the Art Institutes' booths at GDC and Siggraph. <http://shankethegame.com/>