

# SHAWN WHITE

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## OBJECTIVE

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

## SUMMARY OF QUALIFICATIONS

- C++, C#, Obj-C, Java, Lua. OpenGL, DirectX, .NET/Mono. High level shading languages.
- Strong math, programming, and art foundation.

## 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 OS, Mac OS X, iPhone OS and Nintendo Wii.

### **Technical Support Specialist - Crucial Gaming Servers, Inc. - March 2007 / Present**

- Manage and provide technical support for customer's VOIP and Web Servers on Linux based boxes
- Wrote PHP based internal customer support tools

## EDUCATION

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

Bachelor of Arts in Visual & Game Programming

## PROJECTS / GAMES

### **Blush – Flashbang Studios Game**

<http://blurst.com/blush/>  
Unity3D game engine

### **Raptor Copter – Flashbang Studios Game**

iPhone OS game currently available on the iTunes App Store  
Unity3D game engine

### **Minotaur China Shop – Flashbang Studios Game**

<http://blurst.com/minotaur-china-shop/>  
Unity3D game engine

### **Attach Rate Challenge 3 – Flashbang Studios Game for Cisco Systems**

Internal training game  
Adobe Flash

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## **iSplume – Flashbang Studios Game**

iPhone OS game currently available on the iTunes App Store  
In-house game engine

## **Jetpack Brontosaurus – Flashbang Studios Game**

<http://blurst.com/jetpack-brontosaurus/>  
Unity3D game engine

## **Off-Road Velociraptor Safari – Flashbang Studios Game**

Award winning game displayed at Unite 2008  
<http://blurst.com/raptor-safari/>  
Unity3D game engine

## **Splume – Flashbang Studios Game**

Award winning game displayed at Unite 2007  
<http://blurst.com/splume/>  
Unity3D game engine

## **Shanke – Student Project**

Award winning game displayed at Siggraph 2007 & GDC 2008  
<http://shankethegame.com/>  
Virtools game engine