

JACOB AGAR

EDUCATION

2009-2012	Master's in Computer Science Presented thesis research at the International Conference on Communications and Networking in Yunnan, China	Carleton University Ottawa, ON
2005-2009	Bachelor of Information Technology (honours): Game Development and Entrepreneurship	University of Ontario Oshawa, ON

PROFILE

- Expertise in programming with C++, Java, and C#. Experience with Objective-C, Python, HTML, ActionScript. Experienced using Microsoft Visual Studio, Xcode and Eclipse.
- Excellent at game programming with use of OpenGL, XNA, OpenAL, XML and Zoidcom.
- Game development and world design using Unity Game Engine, TorqueX, Processing, Flash, Hammer Editor, and GameMaker.
- Proficient at high-level video game networking involving lag compensation, time synchronization of events, minimizing network traffic, and object replication.
- Experience in modeling and animating with Autodesk Maya.
- Adept at use of Adobe Photoshop and Illustrator.
- Use of presentation tools such as Microsoft Office and LaTeX.

GAME PROJECTS

Word Bet	Junior Developer	2012
<ul style="list-style-type: none">• Junior developer at Huge Monster.• C++, Objective-C, OpenGL, Xcode.		
E.L.E	Junior Developer	2012
<ul style="list-style-type: none">• Junior developer at Huge Monster.• C++, Objective-C, OpenGL, Xcode.		
Ethereal	Designer, Developer	2010-2012
<ul style="list-style-type: none">• Independently developed alongside my Master's thesis.• C++, OpenGL, OpenAL, Microsoft Visual Studio, Zoidcom, GLGooey.		
Weather the War	Programmer	2011
<ul style="list-style-type: none">• Developed for the Spies in the Shadows website.• Java, Processing, Eclipse.		
Sandscape	General Programmer, Designer, Level Designer	2011
<ul style="list-style-type: none">• Developed for the Windows Phone 7 and the Great Canadian Appathon by XMG.• C#, XNA, Microsoft Visual Studio.		

RELATED WORK EXPERIENCE

Junior Software Engineer	Huge Monster, Toronto, ON	June-September 2012
<ul style="list-style-type: none">• Implemented mobile games for iPhone and iPad.		
Mini-Course Designer and Instructor	Carleton University, Ottawa, ON	May 2010, 2011
<ul style="list-style-type: none">• Organized, designed and executed week long game development camp for grades 6-12.		
Teaching Assistant	Carleton University, Ottawa, ON	2009-2011
<ul style="list-style-type: none">• Assisted professors, Led classes, developed resources, marked assignments, and held office hours for Computer Science and Game Development University classes.		
Intern 3D Artist and Animator	Stone Canoe, Toronto, ON	May-August 2008
<ul style="list-style-type: none">• Created several 3D animations for use in advertising.		

REFERENCES

Jacques Chamberland, CEO of Huge Monster
(Please email to schedule call)

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Wei Shi, UOIT Professor

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