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I started my career with a very traditional programming education; I picked up Flash in graduate school and started a Flash game studio in the same year. Later, I earned an amazing opportunity to work the Lego Universe MMO. I have a passion for optimization and am a very talented mathematician, in my spare time I am often exploring physics, artificial intelligence, game engines, and my own game ideas.

Work Experience

NetDevil, Flash Programmer May 2009 – Present
<http://www.netdevil.com> member of the GUI team working on Lego Universe
<http://universe.lego.com/en-us/default.aspx>. The majority of my work is ActionScript using Scaleform with minor tasks in C++ and Lua. I modified most of the UI and was completely responsible for the creation and maintenance of the UI for missions, achievements, trade, the universe map, and all the mini-games. I crafted several core UI systems including a custom tween engine, text resizing, and expanding the UI state system. My duties also included localization support and training new team members.

Semiotic Technologies, Chief Engine Architect / Co-Founder May 2007 – Feb. 2009
<http://www.semiotictech.com> the business plan was to leverage client work, mainly educational games, to build a Flash game engine that we could license. While my main objective was to construct the engine, being a small start up I wore many hats, including design and facilitating client relationships. Early on I was the only programmer, as we grew I managed the programming team and directed development. I wrote our client web portal, created and integrated tools, and built a suite of UI components.

Our most notable work was for the White House Historical Association <http://www.whitehousehistory.org> Partnering with Argentine Productions <http://www.argentineproductions.com>, who provided audio and writing, Semiotic Technologies developed a Flash experience of President Lincoln's White House on the day the Emancipation Proclamation was signed. I maintained and expanded upon the prototype Flash engine, built the menu systems, and coded the NPC dynamics. Finished project is still available http://www.whitehousehistory.org/whha_tours/lincoln_whitehouse/ and there is a technical postmortem on my blog detailing the game engine as well: <http://www.stephencalenderblog.com/?p=131>.

Technical Skills

Languages: ActionScript 2, 3, HTML, PHP, MySQL, Java, Python, C, C++, Lua
OpenGL, Bash scripts, MIPS assembler

Game Engines: Flash 8, 9, 10, Panda3d, Blender3d

Programs & Compilers: Adobe Design Premium CS3, CS4, MTASC, Swfmill, Scaleform
Emacs, Eclipse, Komodo, Visual Studio 2008, Microsoft Office

Issue Tracking: JIRA, TestTrack

Source Control: Subversion, Perforce, Alienbrain

Operating Systems: Windows, Linux

Education

Carnegie Mellon University, Entertainment Technology Center May 2008
Masters in Entertainment Technology

Centre College, Danville, Kentucky May 2006
Bachelor of Science in Mathematics and Computer Science

Leadership Experience

Orientation Assistant, Centre College, 2004 – 2006
Colonel Corps, Centre College, Administering tours and activities 2004 – 2006
Phi Kappa Tau, Delta Chapter, Scholarship Chair 2005 – 2006, 2003 – 2006
Student Math Association, President, Vice President 2005 – 2006, 2004 – 2005
Varsity Swimming, Captain, Centre College 2005 – 2006, 2002 – 2006