

Stephen Calender
stephencalender@gmail.com

<http://www.stephencalender.com>
<http://www.stephencalenderblog.com>
<http://www.linkedin.com/in/stephencalender>

1742 Catalpa Rd.
Carlsbad, CA 92011
859.992.2020

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. While I have a diverse skill set, Flash is so flexible that it has provided me opportunities to work on drastically different projects and platforms. 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. I appreciate a good challenge.

Work Experience

Zynga, Software Engineer Sept. 2011 – Present
Writing ActionScript and PHP for Facebook games in their San Diego studio.

Game Show Network, Flash Developer April 2011 – Aug. 2011
A top 10 Facebook game developer <http://apps.facebook.com/mesmogames/>, I shipped a title and contributed to the overarching framework of game development. I held a large role as one of two ActionScript developers and worked with licensed intellectual property.

NetDevil, Flash Programmer May 2009 – April 2011
I built Lego Universe <http://universe.lego.com/en-us/default.aspx>, mostly using ActionScript via Scaleform with minor tasks in C++ and Lua. I played a large role in most of the UI, in particular missions, achievements, trade, map systems, and all the mini-games. I made significant contributions to the core of the UI system including optimizing text, loading issues, sophisticated queuing routines, and expanding the state system. Duties also included localization, audio support, and training new team members.

Semiotic Technologies, Chief Engine Architect / Co-Founder May 2007 – Feb. 2009
Our goal was to leverage client work, mainly educational games, to build a Flash game engine that we could then license. As a small startup I wore many hats, including design and facilitating client relationships. Our most notable work was developing a story driven role playing experience for the White House Historical Association http://www.whitehousehistory.org/whha_tours/lincoln_whitehouse/.

Technical Skills

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

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

Programs & Compilers: Adobe Design Premium CS3, CS4, CS5, CS5.5, MTASC, Swfmill, Scaleform, Flash Develop, Flash Builder, Emacs, Eclipse, Komodo, Visual Studio 2008, Microsoft Office

Issue Tracking: JIRA, TestTrack

Source Control: Subversion, Perforce, Alienbrain, CVS, SVN

Operating Systems: Windows, Linux

Education

Carnegie Mellon University May 2008
<http://www.etc.cmu.edu/site/>
Masters in Entertainment Technology

Centre College May 2006
<http://www.centre.edu/>
Bachelor of Science in Mathematics and Computer Science