

Phoenix Smith

Software Engineer

619-495-8727

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Skills

Languages

- C++, C#, C
- Java

Technical

- Application Development
- Database Management
- Code Analysis and Optimization

Design

- User Interface Design
- User Experience Design

Soft Skills

- Project Management
- Team Collaborator
- Public Speaking
- Presentation

API/Tools

- Visual Studio 2015
 - Microsoft Office Suite
 - Mercurial
 - IntelliJ
 - SQL
 - DirectX 9.0
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Student Projects

Sugar Swarm A 2D Rogue-Like Shooter (Team Size: 9)

Aug 2012 to Apr 2013

(Programmer / Producer) C++ | DirectX 9.0 | Visual Studio 2010

- Programmed graphics engine with texture mapping, and simple art asset importing for the game
- Coded player controller as gameplay programmer, with responsibilities of implementing both the combat and movement systems within the game
- Scheduled team responsibilities based on course load and programming experience
- Managed communications with our team of 4 artist to incorporate their art into our product
- Maintained team repository with Mercurial to eliminate deprecated code and organize file structure

Alien City Rampage A 2D Rogue-Like Shooter (Team Size: 2)

Jan 2014 to Apr 2014

(Programmer / Designer/ Producer) C++ | DirectX 9.0 | Visual Studio 2013

- Coded component-based inventory system that utilized callback functions to allow easy addition of items with diverse functionality that worked interchangeably with each other
- Created a natural flowing user interface to display vital information with clear visuals
- Reworked old engine from the Sugar Swarm project to utilize the engine and improve upon it

Card Tactics A 3D Tactical Deck Builder (Team Size: 3)

Jan 2015 to Apr 2015

(Programmer/ Designer) C# | Unity 4.6 | Visual Studio 2015

- Programmed flexible card system utilizing component-based design allowing quick card creation and iteration by the design team
 - Designed and wrote a card selection interface for adding cards to the players' deck
 - Worked alongside our designer to implement advanced mechanics that required a deeper understanding of all the systems
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Experience

Project Fun Employee

May 2014 to Aug 2014

DigiPen Institute of Technology, Redmond, WA

- Teacher's Aide in C++ and Java programming classes with 30+ high school students
 - Created and implemented appropriate curriculum that addressed all learning styles of students
 - Collaborated with colleagues on developing new classroom projects and weekly themes
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Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation, 2015

DigiPen Institute of Technology, Redmond, WA