

Mark Kollasch

Languages and software

C/C++	.NET	SVN
C#	DirectX	Microsoft Visual Studio
Java	XNA	Eclipse IDE
Python	WxWidgets	Microsoft Visio
Common Lisp	SQL	Microsoft Office

Work experience

11/06-6/08 Engineering & Programming Solutions Phoenix, AZ

Senior Developer

- Designed and implemented code-generation system
- Collaborated in developing and revising architectural and functional specification for large-scale educational application
- Maintained and refactored code throughout 100,000+-line application

11/06-6/08 DeVry University Phoenix, AZ

Faculty Assistant

- Provided assistance in instruction of collegiate programming and mathematics courses
- Delivered lectures on class material
- Provided tutoring for students in a variety of disciplines

Education

11/05-6/08 DeVry University Phoenix, AZ

Bachelor of Science in Game and Simulation Programming

- GPA: 3.7
- Outstanding Student Award runner-up
- Senior Project: 3D Virtual Mini Golf
 - As technical lead, oversaw development of full original 3D game engine with Newtonian physics and level editor
 - Took leadership initiative in restoring timeliness
- Course material:
 - Programming and software engineering for games and simulations
 - Mathematics related to physics and computer science
 - Formal game design

Other qualifications

- Talented in application of advanced algorithms and data structures
- Experienced in high-level system architecture
- Widely read in a diversity of disciplines and fields
- GDC 2008 attendee