

Sean White

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Experience

- **Programmer for "ZDaemon", an independent client/server DOOM port**

<http://www.zdaemon.org>

- Uses client/server with a server browser to allow players to connect, host and play through a master server using the UDP protocol.
- Player prediction implemented to create accurate yet smooth gameplay for clients that may lag and also prevents cheating.
- Automatically downloads and installs missing addons via a HTTP search tool.
- MySQL database keeps track of players' account profiles, including rank, frags (kills), deaths, accuracy, favorite weapon, etc.
- Featured on TechTV's The Screensavers for their weekly LAN party on cable television in 2003.

- **Programmer/Designer for Independent Title, Charred Dirt**

<http://www.charreddirt.com>

- Coded in DirectX under Allegro in which players control tanks in a last-man-standing standoff.
- Players can use money from kills to buy a large variety of weapons.
- Client/server architecture to allow players to join and host games via a master server.
- Uses the UDP peer-to-peer protocol to keep players and projectiles in sync via packet ordering synchronization.

- **Programmer/Designer for independent titles, Redrocket and Cubes**

<http://www.leavethisplace.com/works.html>

- *Redrocket* is coded in C++ with OpenGL support under SDL. A simple arcade-style game where players shoot at oncoming rafts loaded with explosives.
- *Cubes* is coded in C# with DirectX 9.0c. Players move collect black cubes while avoiding the red cubes in a test to see how long they can survive.

- **Wyvern Multimedia - Programmer**

April 2007 - December 2007

- Worked with clients such as Microsoft and Adobe to create web based applications
- Experience with Adobe Flex, Actionscript 3.0, PHP, MySQL and C++.

Skills

- C#, C++, C, .NET Architecture, ASP, PHP, Actionscript, Visual Basic, Perl, CGI, HTML, MXML, XML and CSS.
- DirectX, OpenGL, Sockets, SDL, Allegro, MySQL, & MSI software packaging and distribution.
- Efficient in Windows Vista, XP, NT, 9x, Linux and *unix based operating systems.

Education

- **Collins College 2005 - 2008**

- Graduated Collins College with a BA in Game Design with a 3.63 GPA in February 2008.