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Michael Kofman

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Platforms

- » x86 Processors
- » GBA ARM7
- » Windows
- » Mac OS X 10.5
- » Yellow Dog Linux

Development Tools

- » Visual Studio
- » Unreal Editor 2
- » Unity 3D
- » Flash CS4
- » Maya

Programming

- » C | C++ | C#
- » Java
- » ASM x86
- » Direct X | Open GL
- » HLSL | GLSL
- » Win32 | MFC | wxWidgets
- » Managed Direct X | XNA
- » Maya C API
- » FMOD
- » SQL

Applied Knowledge

- » 3D Mathematics
- » Design Patterns
- » Project Management
- » Source Control
- » Unit Testing
- » Micro/Macro Optimization
- » Memory Managers
- » Schedulers | Multi Threading
- » AI Systems
- » Animation Systems

Game Projects

Roadent Rampage, Vehicular Arena Combat Project Lead – 5 Member Team Project

- » Played a major role in each game document produced by helping provide both cohesion and consistency amongst technology and gameplay mechanics.
- » Individually responsible for producing an accurate timeline, task, and feature breakdown for a five month long project that met each milestone on time.
- » Set up the games underlying framework that accurately responds to Win32 messages and interfaces them with the DirectX API and controls the game application state.
- » Deploying skinned animation using DirectX and ID3DXAnimationController to perform animation blending between multiple animation sets.
- » Individually responsible for the single player element of the game through the interfacing of an Artificial Intelligence.
 - » AI pathfinding via A* and navigation meshes
 - » AI planning using FSM & Behavior Trees
 - » An AI sensory system with an interface to FMOD 3D audio, and occluded frustum culling
 - » AI scheduling via an execution manager with both software and hardware threading.

Ghostly Manor, First Person Shooter Project Lead – 5 Member Team Project

- » Produced a thorough publishing and design document.
- » Collaborated with the team to design five unique levels that guided the player from the tutorial, and four boss battles.
- » Modeled each of the five levels through Google Sketchup to provide a quick 3D outlook on the size and scale of the levels.

Education

Full Sail University, Winter Park FL
Bachelor of Science in Game Development
(February, 2009)

Extra Curricular

- » Research Intern for Jeremiah Blanchard with a focus on persistent world application and animation.
- » Simulation Club Officer under Eric Priesz. Assisted with the development of MaRS side project and coordination with NASA to be used as a learning tool for children.
- » As Full Sail Game Networking Group President under Michelle Wess, organized monthly recreational activities that provided for a stress free environment for students to relax and network.

Awards / Scholarships

- » Eric Dybsand AI Scholarship Recipient, 2007
Awarded by IGDA Association
- » Computer Science Excellence Award, 2005
Awarded by Council Rock South, PA
- » The Pennsylvania Certificate of Distinction in discipline in Mathematics at the Advanced Level, 2005
Awarded by Pennsylvania Department of Education



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Professional Qualifications

- » Experience with team dynamics, problem solving and meeting rapid milestones
- » Adapt at learning new technology quickly, and applying the material to current projects at minimum risk.
- » Played a lead role in numerous team oriented projects.
- » Practiced Agile development on various projects.
- » Experience in pair programming.
- » Eager to learn, further education through a real world environment by overcoming new challenges.
- » Proficient communication skills in Russian, and Ukrainian.

Game Projects

Amoeba Sports, 3D Top Down Shooter Project Lead / Gameplay Lead 3 Member Team Project

- » AI Steering behaviors (Follow, Flee, Flocking, and Obstacle Avoidance)
- » Developed a Unit Editor that dynamically created new unit types that can be configured using any defined steering behavior and their respective parameters.

24 Hour Playmine , Top Down Adventurer Enemy Design Team Lead 33 Member Team Project

- » Provided feedback and facilitated constant communication between 6 other teams in the delivery of the 24 hour game project.
- » Contributed to the development of six unique enemy behaviors.
- » Together with a team of six, we successfully met each milestone.

Recommendations

- » *“Michael is a hard-working and dedicated student. His progress and ability to learn anything he is presented with makes him an excellent asset to any team. Also, his attitude and work habits are very group-oriented and he has the ability to complete tasks within milestone deadlines. I look forward to working with Michael in the future.” - Ben Retan*
- » *“Highly Intelligent, Extremely Hard Working, Natural Leader. Typical words for a recommendation, but with Michael, they are simply the truth. Mike is an extremely proficient coder, but also has the ability to relate his knowledge to the real world, and it has been a delight and honor to converse and work with Mike throughout my time at Full Sail.” - Winston Miller*

Relevant Work Experience

- » The Hibbert Group, Web Developer
April, 2009 – Current
- » Zeitgeist Games, Software Engineer
February 2009 – March 2009
Worked along side to create a currently NDA title with Virtual Worlds utilizing Unity 3D engine technology. My responsibilities during this one month contract included the refactoring of a new camera system, ai, mouse gesture recognition and a variety of user feedback effects and game play mechanics.

This project was exciting and challenging as it allowed me to have a first taste of developing software on a Macintosh and learning the capabilities of the Unity tool set.

- » ATX Communications, Summer Internship
May 2004 – August 2004
Experience working in a professional environment; I had assisted in debugging an existing code base as well as the implementation of several AJAX components. Including the ground development of a cross platform calendar on a new product developed by the team.