

MICHAEL “Z” GODDARD

Email: mzgoddard@gmail.com

Website: <http://www.zofgames.com>

Obj

A software engineering position building code for networking, gameplay, or tools for video games in an atmosphere that fosters continued growth of knowledge in the field.

Experience

Programmer, SD&D, RPI, <http://kiwikolab.appspot.com/>
August 2009 - December 2009

- Artitect and lead programmer for team project, developing class collaboration site
- Developed on Google App Engine in Python

Programmer, Game Dev Courses, RPI, <http://www.zofgames.com/>
August 2008 - May 2009

- Programmed engine, tools, and integrated code of other team members
- Managed teams and pushed for documentation on our semester long project
- Worked in the constraints required per project and meet specified milestones designated by the professor

Project Lead, Game Dev Club Projects, RPI, <http://www.zofgames.com/>
August 2007 - Present

- Lead 2 groups of 6 students in making 2 small games
- Developing small games in a day based off a given theme in club Game Jams
- Programmed engine, including gameplay, physics coupling, and networking

Contractor, Google Summer of Code, <https://launchpad.net/pybloxom-webfront/>
Summer 2007

- Created a web-based front-end plugin for the PyBloxom blog system that allows the blog's editor to edit and manage blog entries from within their browser.

Helpdesk Consultant , RPI Helpdesk, Troy, New York
August 2006 - Present

- Designed and implemented Quicklogs system used daily at the desk.
<http://code.google.com/p/quick-event-logs/>
- Troubleshoot software issues on computers belonging to students, staff, and faculty

Education

Rensselaer Polytechnic Institute,
Troy, New York
May 2010

Dual BS: Computer Science,
 Games and Simulations
 Art and Sciences

Vice-President: Game Dev Club

Skills

C/C++, Java, C#, Boo, Python, PHP,
Haxe, Javascript, Prolog, Haskell,
UDP, TCP/IP, Computer Graphics,
Web Scripting, HTML, CSS, TextMate,
Subversion, Bazaar VCS, Mercurial,
Unity3D, BASH, Mac OS X, Windows,
Sketching, Photoshop, Blender,
Jinja2, Cheetah, PyBloxom