

J E A N - P H I L I P P E S T E I N M E T Z

OBJECTIVE

To develop immersive and adaptive interactive software that pushes the envelope of creativity and innovation.

SKILLS

Concepts

User Interfaces, Game Design, Artificial Intelligence, 3D Graphics, Multimedia, Database Design, Networking, Security, Compression, Web/E-Commerce

Languages

ActionScript, C, C++, C#, Java, PHP, Lua, SQL, JavaScript, XML, CSS, HTML, Perl, UML

Technologies

Ogre3D, XNA, DirectX, OpenGL, Java3D, Havok, Flash, Flex, AIR, J2EE, TCP/IP, UDP, HTTP, Peer-to-Peer, POSIX, Win32/64

Operating Systems

Windows (Vista/XP/2000/9x), Linux (Ubuntu, Fedora, FreeBSD), Mac OS 9/10

Development Tools

Visual Studio, Game Studio, Eclipse, Flash, Flex Builder, Dreamweaver, Subversion, CVS

Creative Software

Adobe Photoshop, Illustrator, Premiere Pro, Ableton Live, ProTools, Maya, 3D Studio

Other Skills

Graphic Design, Video Editing, Sound Recording/Mastering, Soldering, Carpentry, Role Playing Gamer, Fragmeister

WORK EXPERIENCE

University of Southern California, Information Sciences Institute

2006 -

Intelligent Systems Division

Present

Software Engineer

Architect/Design, implement, test and maintain intelligent tutoring systems for [K12@USC](mailto:k12@usc.edu); a series of research projects aimed at improving education.

Responsibilities

- Develop new products, features, concepts, and art
- Maintain existing products and services
- Lead a team of programmers and interns
- Consult, implement and maintain server and desktop machines

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- Advise and interview new hires
 - Implement and maintain the project website k12.usc.edu

Accomplishments

- Co-Creation and development of prototype for [The Condor Adventure](#); a serious game targeting teens and pre-teens.
- Architecture and implementation of systems framework and Data Access Object framework
- Design, architecture and implementation of *cpanel*; an administrative suite that manages and configures the project's flagship products
- Quantitatively improved existing product performance, stability, and scalability
- Streamlined development process by implementing source management system, online documentation and a developer wiki
- Development and implementation of strict coding standards and best practice guidelines for programmers and artists
- Development of tools to aid in the retrieval and analysis of collected data
- Consistently recognized as a valuable asset with increasing responsibilities

Los Angeles County Metropolitan Transportation Authority

2004 -
2005

Web Designer Intern

Design and maintenance of the corporate Internet and intranet websites (metro.net) through collaboration with other web team members as well as graphic designers and software engineers.

Responsibilities

- Daily content maintenance of internet and intranet websites
- Design of new internal websites for departments within Metro
- Design of new external website sections for departments and projects of Metro
- Research and consultation on new technologies to improve website maintenance and online marketing processes

Accomplishments

- Creation of interactive map system utilizing Flash technologies. Available at www.metro.net/riding_metro/imap/start.htm
- Creation of online Metro Orange Line brochure utilizing Flash technologies. Available at

www.metro.net/projects_programs/orangeline/images/ol_interactive.htm

PERSONAL PROJECTS

Political Combat 2008

Creator, Programmer, Artist

Political Combat is a 2D Flash based game where politicians debate to the death on the world stage.

Homepage: www.thatpcgame.com

Status: Released

XGamePad 2007

Creator, Programmer

XGamePad is an event-driven library for XInput devices written in C#.

Homepage: www.caskater4.com/engineering/xgamepad/

Status: Stable

MythTV 2007 - Present

Programmer

Development of *MythFlash*, a Flash Video player, for the *MythWeb* plug-in. *MythFlash* gives *MythTV* users the ability to playback pre-recorded TV and other media to any web browser.

Homepage: www.mythtv.org

Status: Released (*MythTV* 0.21)

EDUCATION

California State University, Northridge 2005

Bachelor of Science, Computer Science

Emphasis: Advanced 3D Graphics, Networking, Security, Operating Systems

Awards: Dean's List, Academic Achievement Gold Medallion

HOBBIES AND INTERESTS

Drawing, Golf, Guitar, Electronics/Soldering, Movies, Music, Skateboarding, Snowboarding, Surfing, Tennis, Writing

REFERENCES

Available upon request