

- EXPERIENCE** **2010-Present** **Enemy Airship - Tempe, AZ**  
Programmer - Shadow Physics
- Developed tools with Game Designer and Lead Artist
  - Provided code/script assistance for Game Designer
  - More info at shadowphysics.com

- 2010-2010** **2XL Games, Inc. - Phoenix, AZ**  
Lead Programmer – Internal Prototype
- Worked on unannounced multi-platform title
  - Collaborated with Lead Artist to develop artist-friendly pipeline
- Programmer – 2XL Supercross (PC – Shipped 2010)  
Programmer – Trophylite Rally (PC – Shipped 2010)
- Worked with team porting games from iPhone/iPod to PC
  - Created front-end launcher application
  - Updated configuration utility to support localization
  - More info at 2xlgames.com

- 2008-2010** **Coin App - Phoenix, AZ**  
Lead Programmer - Max Blastronaut (Xbox360/PC - Cancelled)
- Created multi-threaded, cross-platform game engine
  - Developed game logic, AI, physics/collision, UI, and rendering
  - Supported integration of SSAO, crepuscular rays, and depth of field
  - Assisted game designer in developing data-driven production pipeline
  - Used CLR Profiler, PIX, XNA Remote PerfMon, and NProf for performance tuning
  - Won 2nd place in Microsoft's International Dream Build Play competition
  - More info at coinapp.com

- 2006-2008** **2XL Games, Inc. - Phoenix, AZ**  
Artist - Baja: Edge of Control (Xbox360/PS3 - Shipped 2008)
- Modeled and textured environmental and vehicle assets
  - Rigged vehicle and plant models for realistic movement
  - Created and modified shaders in proprietary 2XL shader pipeline
- Additional Programming - Baja: Edge of Control
- Designed and maintained in-house tools in VB, C#, and MaxScript
  - Used GCM HUD (PS3) and PIX (360) for performance tuning
  - Assisted on UI Programming
- Outsource Art Lead - Baja: Edge of Control
- Visited outsource partners in China to assist early in the project
  - Wrote specs and prepared assignments
  - Monitored, checked, and organized returned assets
  - Worked with other artists to create technical documentation
  - More info at bajagame.com

- 2004-2005** **Volition, Inc. - Champaign, IL**  
Software Tester - Punisher (Xbox/PS2/PC Shipped 2005)
- Started as one of six PS2 testers
  - Became primary PC tester, later helped manage the three-man team
  - More info at volition-inc.com

- EDUCATION** **2005-2008** **The Art Institute of Phoenix - Phoenix, AZ**  
Game Art and Design
- Received a B.A. in Game Art and Design – March 2008 (GPA 3.7/4.0)
  - Learned fundamentals of art as well as real-world applications

- 2001-2006** **University of Illinois (UIUC) - Champaign, IL**  
College of Engineering – Computer Science
- Received a B.S. in Computer Science – May 2006 (GPA: 3.2/4.0)
  - Participated in Game Development Studio in 2004 and 2005

- SKILLS**
- Proficient developing in C++, C#, VB, MaxScript, Lua, and Actionscript
  - Proficient creating content with 3DS Max, Photoshop, Illustrator, and Flash
  - Proficient profiling/optimizing with CLR Profiler, PIX, XNA PerfMon, and NProf
  - Proficient working in a group using version control software such as SVN

# Pat Bergschneider

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