

Dwight House

Software Engineer

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dwighthouse.com

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Experience

Software Engineer

May 2013 to present

Ciere Consulting

- Evaluated several web MVC frameworks for internal projects
- Re-engineered front-end web forms to use modern Javascript MVC architecture techniques, a modern design, inter-form communication, and ajax-based loading and saving

Software Engineer II

May 2011 to May 2013

Electronic Arts

Six Gun Galaxy

Launched June 2011
Actionscript/Flash

Built internal art and database tools
Integrated third-party ads, offers, and Paypal
Built quest management GUI
Updated map GUI during redesign
Improved underlying webpage with best practices

Dungeon Keeper

Launching 2014
Unity3D/NGUI

Implemented proof-of-concept prototypes
Wrote global event handling system
Wrote event-driven mouse and keyboard handler
Built system for screen-space indicators on 3D elements
Wrote most of the non-modal 2D UI systems
Built most of the 2D UI layout and wiring

Heroes of Dragon Age

Launching 2013
Unity3D/iGUI

Evaluated third-party GUI packages for our project
Wrote TDDs and spec documents for features
Maintained and improved our game's overall architecture
Wrote code generation tools for repetitive aspects
Documented cross-cutting systems
Built most of the 2D UI
Wrote custom UI elements and bindings
Wrote UI wiring and management code on most screens
Evangelized standards and good code practices

Other

Built and deployed browser capability analytics suite
Wrote a complete keyboard shortcut handling system in Actionscript
Operated under an agile development model with standups, bi-weekly sprints, and planning and review meetings

User Interface Researcher

November 2010 to May 2011

Cyber Innovation Center & Sierra Nevada Corporation

The primary project was the creation of prototypes for the User Defined Operational Picture (UDOP), a system designed to unify all military intelligence and communication.

- Researched GUI systems
- Documented GUI guidelines and possible applications for the UDOP
- Assisted in the creation of 3D GUI visualizations
- Implemented prototype interface for the UDOP
- Skinned another UDOP prototype interface in Flex
- Assisted with team management and communication

Part-Time Independent Web Designer

- Built multiple websites for small business clients on a part-time basis
- Performed all aspects of website development: content research, design, theming, hosting, and administration

More project and research details are available at: dwithhouse.com

Skills

Languages

- Javascript
- C#
- HTML(5) / CSS(3)
- C / C++

Frameworks / Libraries

- AngularJS
- jQuery
- Flex
- OpenGL / GLSL
- Wordpress

Software

- Unity3D
- SVN / Perforce
- Photoshop
- Blender

Education

Master of Science in Computer Science

July 2010

DigiPen Institute of Technology

- Focused on game development and graphics programming
- Successfully defended thesis about edge detection and rendering using OpenCL

Bachelor of Science in Computer Science

May 2007

Louisiana State University Shreveport

- Gained general programming knowledge while seeking game development skills
- Minored in fine arts to facilitate communication with art and design teams