Pier Guillen

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Objective:

Obtain an entry level position in the game development industry, to contribute directly in the creation of top-notch videogames by applying analytical and programming knowledge in problems that require creative and logical solutions.

Education:

Purdue University	West Lafayette, Indiana	May/11
Master in Computer Science Fulbright – Garcia Robles Scholarship Grantee		GPA 3.60/4.00
Universidad Panamericana – Bonaterra	Aguascalientes, Mexico	Aug/00 to Dec/04
BSc in Electrical Engineering – Honors		GPA 9.25/10.00

Professional Experience:

Purdue University (West Lafayette, IN)	Graduate Assistant	Jan/11 to date

- Added functionality to a model-posing program of American Sign Language (ASL) implemented in XNA. Worked focused on adding GUI controls to modify morph targets in the face, having an automatic camera placement and fixing bugs.
- Currently working on creating and applying a user study to evaluate the design principles the GUI is based upon.

Softtek (Aguascalientes, Mexico)	Software Engineer	Oct/08 to Jul/09

- Maintained, enhanced, documented and supported a suite of web-based data management Java applications owned by GE.
- Programmed a tool that automated the creation of Excel reports for the analysis of text logs of a cron-jobbed application.

Nibbo Studios (Aguascalientes, Mexico)	Lead Programmer - Cofounder	Aug/05 to Dec/07

- Coded the gameplay, and participated in the design, integration and testing of the program; the design and content of levels; dialog writing; and the design and content of user manual and webpage of independent PC games *Mecapumble* and *Überpong*.
- Lead, programmed and participated in the design and integration of several Flash mini-games developed for Aguascalientes Government for the *San Marcos 2006 National Fair* and the *2007 Science and Technology Week*.
- Contributed in the scheduling and management of activities and resources, and coordination of teams of 4 to 6 people plus external musicians.

Grad School Courses:

Current	CS 536: Data Communication and Computer Networks. EDCI 591: Computer and Video Game Design for Education.
Previous	CS 502: Compiling and Programming Systems; CS 510: Software Engineering; CS 525: Parallel Computing; CS 530: Introduction to Scientific Visualization; CS 535: Interactive Computer Graphics; CS 580: Algorithm Design, Analysis and Implementation; CS 590: American Sign Language Computer Animation (independent study); CS 635: Capturing and Rendering Real-World Scenes; EE 570: Artificial Intelligence.

Skills & Abilities:

Tools	C/C++, Java, ActionScript 3, AVR & SX Assembly, Pascal, Scheme, HTML, XML; CVS, GDB debugger; FMOD, ALLEGRO; VTK; Apache POI, Apache Tomcat; Windows, Linux (Ubuntu).
Programs	Visual Studio, Eclipse, Flash CS3, Dreamweaver CS3, Torque Game Builder, Word, Excel.
Languages	Spanish (Native), English (Fluent).

Selected Honors & Awards:

Programming	- ACM – ICPC Mexico-Central America 2004, 2003 & 2002: 4th place (1st in site), 10th (7th) & 5th (2nd). - Ants' National Programming Open 2007: 7th place. - Aguascalientes Inter-Collegiate Software Development Contest 2002: 2nd place.
Game Development	- Second Annual IndieGame Developers Showcase: Semifinalist. - IGDA Mexico Second Videogame Development Contest: 1st place. - Creanimax 2006 Videogame Contest: 2nd place.
Science	- 13th Mexican Math Olympiad: Bronze. - State Educational and Technological Prototypes Contest 2000: 1st, 1st & 3rd place. - Universidad Autonoma de Guadalajara Precollege Math Contest 1999: Finalist.
Other	- 2004 Aguascalientes State Youth Award, Academic category. - Aguascalientes Entrepreneur Contest 2004: 2nd place.

Other Selected Experience:

Teaching	- Taught C Programming and SX52 Assembly programming in Fall 2006 at Universidad Panamericana – Bonaterra. - Taught Introduction to Programming (in Karel) and Algorithms (in Pascal and C) to the Informatics Olympiad State participants and team since 2005.
Volunteering	- Contributed by proposing problems, elaborating and grading exams, and training contestants as part of Aguascalientes State Committee of the Mexican Mathematic Olympiad from 2000 to 2005 and as part of the State Committee of the Informatics Olympiad since 2005. - Co-organized programming competitions and helped with the ACM-ICPC team training as ACM Student Chapter chairman at Universidad Panamericana – Bonaterra from 2002 to 2004.
Teacher Assistant	- Graded homeworks and tutored students at Universidad Panamericana – Bonaterra in five math and physics undergrad courses from 2002 to 2004.