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# EDWARD PEREIRA

Programmer

## SKILLS

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**Programming Skills:** C/C++, Lua, Cocoa Touch/Objective-C, C#, Action-Script, GameSWF, Multi-Threading

**AI Programming:** FSM, Path-Finding

**Graphics Programming:** Direct3D, HLSL, OpenGL, Art Pipeline, Particle Systems, Meshes and Animations, Cell-Shading, Shadows, Ray Tracing

**Physics and Math:** Linear Algebra, Spatial Partitioning, Collision Detection

## WORK EXPERIENCE

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### Powerhead Games (10/09-Present)

**Role:** Programmer

**Feats:** Generalist programming with a focus on game play in a high intensity, tightly scheduled environment.

**Published Title:** Backyard Sports: Sandlot Sluggers DS

### RedPipe Media (5/09-Present)

**Role:** iPhone Developer

**Released Apps:** Winter Wars, Wrap Time

### Powerhead Games Internship (05/08-08/08)

**Role:** Programming Intern

**Feats:** Rapidly learned the Nintendo DS SDK in order to prototype a minigame in a short amount of time.

**Published Title:** Winx Club: Your Magic Universe

## SCHOOL GAME PROJECT EXPERIENCE

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**Littlest Box (08/08-04/09):** MC Escher style 3D Puzzle game called "Narctopus."

**Role:** Technical Director

**Feats:** Managed the art pipeline, giving artists opportunities that lead to Narctopus winning the Senior DigiPen award for best characters and best environment.

Found ways to allow players to move seamlessly through a Tesseract.

**Huger Rooster (08/07-4/08):** 3D spherical world action game called "Starblitz."

**Role:** Technical Director

**Feats:** Architected the engine that supported a high intensity, fast paced action game.

**Huge Rooster (06/06-05/07):** 2D robot fighting game called "Machina Ortus."

**Role:** Programmer

**Feats:** Quickly learned Lua to create a "Trauma Center" style robot repair minigame.

## EDUCATION

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**DigiPen Institute Of Technology (09/05-05/09):** Redmond, WA

**Major:** Real Time Interactive Simulation

**Minor:** Mathematics