

myself@ianguthridge.com

Ian Guthridge

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Campus Address
350018 Georgia Tech Station
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Permanent Address
776 River Oaks Ct.
Columbus, GA 31904

Education

Georgia Institute of Technology, Atlanta, GA

B.S. in Computer Science
Honors Program

Significant Courses

Computer Graphics Intro to Artificial Intelligence Video Game Design

Work Experience

Indecisive Games

Ongoing

Cofounder

“A Sticky Situation” –Submitted to 2010 IGF competition. Lead Programmer.

Wrote a fully-featured 2D game engine with soft-body physics and iso-surface rendering. Used C#, HLSL, and XML.

“Audiball” – Released November 2008. Engine Programmer.

Responsibilities included Physics engine development, UI implementation, and file IO. Used C#, XML, and HLSL.

Electronic Arts (Tiburon)

Summer 2010

Worked on a self-directed project to implement a run-time memory visualization system that ran on the PS3 and XBOX 360 in C++.

MINERVA Research Group

February 2010 - May 2010

Undergraduate Research Assistant. Designs and runs experiments in computer vision and robot control systems.

HiRezStudios

Summer 2009

QA tester for Player vs. Environment portion of Global Agenda. Also assisted with play tests.

Healthcare Robotics Laboratory

August 2008 - January 2009

Worked independently on systems in C, Java, and Python the performed autonomous navigation and mapping using Iterative Closest Point scan matching.

Traq 3D

January 2008 - March 2008

Developed video games for the Trazer game system in C and C++.

Jordan Outdoor Enterprises

June 2007 - September 2008

Performed site maintenance and updates for Realtree.com. Worked with Flash, XML, and PHP.

Extracurricular

Reviewer for Georgia Tech’s Undergraduate Research Journal “The Tower”

Won 2010 SCAD Atlanta/Georgia Tech Global Game Jam

Taught a seminar on developing games with XNA to the Independent Games Club

Attended Game Developers Conference in 2008 and 2009

Mentored Westminster FIRST robotics team

Skills

C#, C/C++, Java, ActionScript, Python, XML, HTML, PHP, JavaScript, CSS

Visual Studio, Adobe Suite, Perforce, SVN, Unity, Visio, XNA