

Ronn LeFeuvre

4046 Delaware Dr, Fremont, CA 94538

email me: ronn@skinnycoder.com

call me: 510-754-8742

OBJECTIVE

To work as a programmer in the game industry in a position where I would also have the opportunity to use my game design skills and creativity.

SKILLS

Programming: C/C++, OOP, AI design, ActionScript, OpenGL, MEL, PHP, Cold Fusion, HTML, SQL, UML Diagrams,

Tools: Maya, 3D Studio Max, Flash, VSS, Photoshop, Premiere, Final Cut Pro, MySQL, Oracle

Artistic: Game Design, Level Design, Layout, Creative Writing

EDUCATION

The Art Institute of California-San Francisco

Oct 2003 – Sept 2005

BS Visual & Game Programming

- Programming in C++ using OOP concepts and design patterns
- Developing a “gossip simulator” which focuses on AI design and human interaction
- Writing game and level design documents, several which were used for smaller projects
- Acting Technical Director of a team of students creating an Unreal Mod
- Computer graphics: ray-tracing algorithms and OpenGL
- Shading and lighting in Maya and Renderman
- Modeling, rigging and animation in Maya and 3D Studio Max

Ohlone College, Fremont, CA

Aug 1996 – June 2000

AA Multimedia and Liberal Arts

EXPERIENCE

KickFire, Inc., Saratoga, CA

Aug 2000 - Sept 2001

Director of Product Engineering

Cold Fusion Programmer, UI Designer

- Progressed from QA tester to Director of Product Engineering
- Created custom tools for a team of 15 programmers
- Trained development team to use specialized custom tools
- Standardized and modularized code
- Aided in the design of the user interface and experience
- Partnered with a UI expert to implement design sketches in HTML/Cold Fusion
- Ensured cross-browser and cross-OS compatibility
- Laid out attack plans for the QA team
- Maintained a code base of hundreds of files with Visual Source Safe

Ohlone College, Fremont, CA

Jan 1999 - Dec 1999

Multimedia Designer

- Created two Shockwave programs for the Ohlone Nutrition department
- Programmed a tutorial to teach the use and implication of Cascading Style Sheets