

Jon Olson

Web: Feyd.net

Objectives

- Creating engines and tools to expedite production for others
- Developing graphics, with proclivities for path tracing, particles and shaders

Programming

- C/C++
- DirectX
- OpenGL
- C#
- Lua
- Python
- PHP
- JavaScript
- Java

Experience

2010

ReTransportation, Inc.

Memphis, TN

Programming Intern, Information Technology

- Wrote scripts to parse and translate Electronic Data Interchange (EDI) reports and to automate FTP interactions — lasted 3.5 years without maintenance
- Created documentation for several internal projects including server software installation, automated document generation, and MercuryGate Edge macro use and configuration

2001 – 2004

Amaze Entertainment

Kirkland, WA

Game Developer

Selected principal clients: Walt Disney, Pixar, Nickelodeon and Namco-Bandai

- Created and maintained game software and graphics engine components.
- Designed and produced branded TV and film-related game products, for example: *Harry Potter*, *Finding Nemo*, *Rugrats*, *Power Rangers* and more.

Projects

2013 – 2014

Boo!

Redmond, WA

Lead Tools and Engine Developer, Technical Artist

- Engineered in-game editor used by designers and artists
- Developed user interface integration utilizing the Awesomium HTML UI Engine
- Designed property-based architecture for communication between scripts, engine and UI

2013

Daybreak

Redmond, WA

Particles, Shaders and Scripting Developer

- Implemented deferred rendering with light prepass in DirectX 11
- Increased throughput of particles by 100 times utilizing compute shaders
- Integrated FMOD and Lua, increasing the iteration rate with minimal C++ recompilation

Education

2011 – Present

DigiPen Institute of Technology

Master of Science in Computer Science, Summer 2014

2006 – 2011

University of Memphis

Graduated Magna Cum Laude

Bachelor of Science in Computer Engineering, Electrical Engineering and Mathematics

Membership

- DigiPen Student Ambassador
- DigiPen Student Senator for Graduate Students
- International Game Developers Association (IGDA)
- Tau Beta Pi, Engineering Honors Society