2817 Hillegass Ave.
Berkeley, CA 94705

jason@jasoncitron.net
561.302.4387

jason citron

experience

console programmer
stormfront studios, eragon and next-gen project
July 2005 - Current

Created and maintained, with automated tests, a visual programming "boxes-and-lines"editor in C# and a Maya 7 C++ tool platform for detecting changes to the Maya scene while it is being edited.

Participated in the design and development of Stormfront's next-gen graphics engine pipeline. Specifically, worked on various parts of the Maya exporters, data mungers, and character run-time engine for PC and Xbox 360.

Assisted in development, maintenance, and bugfixing of engine and gameplay systems for Eragon on the Xbox 360, Pc, Ps2, and Xbox.

console programmer
papaya studio, taxi driver game
January 2005 – June2005

Worked with the Microsoft XDK (Xbox Live, Game Saves, XACT) and the Playstation 2 APIs (SCREAM, Low-Level SPU API, Memory Cards).

Coordinated and participated in the design, creation, and implementation of sound, music, and voice over assets for the Taxi Driver game.

Created and maintained stand-alone 3D Studio Max and MS Office tools written in C++, Ruby, Perl and VBA used by content creators and level designers.

system architect and project manager
academic projects at full sail
February 2003 – December 2004

Advocated sound software engineering principles such as Refactoring, Test-First Development, Once and Only Once, and pieces of various Agile Development Methodologies.

Designed, documented, and evolved, over four generations, a game engine architecture which leveraged industry standard techniques and idioms to increase robustness, maintainability, and usefulness.

Designed and implemented a compiled assembly style scripting language and its virtual machine as well as an interpreted command based scripting language.

Managed and participated in three game development teams over three projects. Each used a different development process.
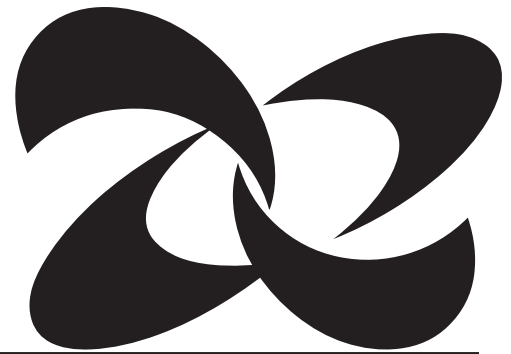
education

full sail
February 2003 – December 2004

Earned a Bachelor of Science in Game Design and Development and graduated as class Valedictorian with a 96% GPA.

Awarded the prestigious Advanced Achiever Award, an honor given to only a single student in an entire class

Awarded Course Director's Awards for Software Architecture and Console Development.

games

eragon: xbox360, ps2, xbox, pc
overview

role: tools and engine programmer
team: 14 programmers, 30+ artists
duration: about 18 months
process: milestone based staged delivery
genre: 3D 3rd person hack 'n slash.

insanity: senior project
overview

role: system architect, coach, project and asset manager.
team: five programmers, five artists.
duration: six months.
process: mostly XP, part Scrum, lots of Common Sense.
genre: 3D 3rd person Action Shoot 'em Up.

responsibilities

Designed engine architecture and implemented many of the subsystems.

In charge of key architectural decisions for all subsystems.

Implemented and Maintained an Automated Build System.

Developed a Photoshop 2D Interface Exporter, Photoshop Bitmapped Font Builder, and Maya 6.0 Level Editor Plug-in.

fates forgiven: junior project
overview

role: system architect, technical director.
team: five programmers, six artists.
duration: four months.
process: staged delivery waterfall.
genre: 3D 3rd Person Capture the Flag with RPG elements

responsibilities

Created and maintained GANTT Chart.

Designed engine architecture and implemented many of the subsystems.