

JAMES NICK PIEPMEIER

GOAL

To secure a software engineering position on a product that leverages user creativity.

EDUCATION

Yale University New Haven, CT
BS Computer Science
▪ GPA: 3.48; GPA within major: 3.67

WORK EXPERIENCE

April 2009 – Present Robomodo Chicago, IL
UI/Systems Engineer
▪ Extensive work on all menus and the HUD, as well as saving and DLC subsystems on Tony Hawk: RIDE.
▪ Created popup system and refactored UI screens to work asynchronously to support it and other features.

February 2008 – April 2009 Electronic Arts Montreal, QC
Gameplay Engineer
▪ Extensive work on most gameplay systems and elements on Spore Hero for the Wii.
▪ Areas of work included core gameplay mechanics, a scripting framework, several minigames, an RPG-style leveling system, a stack-based dialog/chatter system, and cameras.

July 2007 – November 2007 Electronic Arts Chicago, IL
UI Engineer
▪ Created a fully skinnable GUI and worked on an in-game user-created music module for an unreleased fighting game.
▪ Worked closely with UI artists to create tools to increase productivity.

2004-2007 Yale University New Haven, CT
Student Technician: College Coordinator
▪ Coordinated large-scale IT support for a residence housing around 500 students. Specialty in hardware troubleshooting.

SKILLS

- Programming: Well-versed in Actionscript, C, C++, C#, Haskell, Java, Max/MSP, ML, NAnt, Perl, PHP, SQL
- Media Applications: Proficient in Flash, Propellerhead Reason, Steinberg Cubase, Ableton Live, Sony Sound Forge
- Language: 4 years of college-level study in Japanese, 6 months total study in Japan

ACTIVITIES

- Current:
 - Working on several personal projects, including a text-based adventure game for the Google Android platform.
- College:
 - Developed a music-creation-oriented action game for senior thesis. Abstract available at <http://pieps.org/dex.pdf>
 - Developed a PHP-based online ticketing system for The Daily Show. Did not get picked up due to contract disputes.
 - Developed a freestanding audio analysis and visualization program, a visual conducting application for MIDI files, and a musical interface for Wacom tablets in Max/MSP and JavaScript
 - Active member of Computer Science Departmental Student Advisory Committee – a student-faculty liaison.

