

JAMES NICK PIEPMEIER

GOAL

To secure a gameplay programming position on a title that leverages user creativity.

EDUCATION

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

Evanston Township High School, Evanston, IL
Summa cum laude, June 2003
SAT 1550, ACT 34, AP Scholar with Distinction

WORK EXPERIENCE

February 2008 – Present Electronic Arts Montreal, QC
Gameplay/Camera Programmer
Currently working on a major console game with heavy emphasis on user-created content.
To be released in June, 2009

July 2007 – November 2007 Electronic Arts Chicago, IL
UI Programmer
Worked on a 2-person engineering team to create a fully skinnable GUI frontend and in-game GUI for an unreleased fighting game. Worked on a user-created music module that would allow users to create their own custom songs for use in-game.
Worked closely with UI artists to create tools to increase productivity.

Summer 2006 Electronic Arts Chicago, IL
Software Engineer Intern
Worked on Def Jam: Icon rendering and audio code, created several tools for in-house use, created end-to-end metrics collection and reporting system for the studio.

Fall 2005 The Daily Show New York, NY
Web-app Designer/Programmer
Developed a PHP/MySQL-based online ticket request and distribution system for The Daily Show. Project did not get picked up due to contract disputes.

2004-2007 Yale University New Haven, CT
Computing Assistant: College Coordinator
Coordinated large-scale IT support. Specialty in hardware troubleshooting.

Summer 2004 MacMunnis, Inc. Evanston, IL
Lease Administrator
Improved web-accessible databases of lease information for global lease administration company. Oversaw reimbursement for property owners

2003-2005 Winnetka, IL
Japanese language instructor
Private tutor to prepare students for high school- and college-level Japanese courses

2000-2001 Chicago, IL
Personal assistant and computer instructor
Compiled and organized databases for private day trader

SKILLS

- Programming:
 - Well-versed in Actionscript, C, C++, C#, COBOL, Haskell, Java (and JavaScript), Lisp, Max/MSP, ML, Perl, PHP, SQL (and T-SQL)
- Media Applications:
 - Proficient in Flash, Propellerhead Reason, Steinberg Cubase, Ableton Live, Sony Sound Forge, Sony Acid Music, Adobe Photoshop/Illustrator
 - Developed a music-creation-oriented action game for senior thesis. Abstract available at <http://pieps.org/dex.pdf>
 - 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
- Language:
 - 4 years of college-level study in Japanese, 6 months total study in Japan

ACTIVITIES AND HONORS

- Current:
 - Working on several games, including a text-based adventure game and an up-to-date version of the classic MicroProse game Master of Magic
- College:
 - Active member of DSAC – Computer Science Departmental Student Advisory Committee, which acts as a liaison between students and faculty.
 - Recipient of Light Fellowship – East-Asian language and culture study fellowship
 - Active participant in sketch comedy group, “Red Hot Poker”.

- High School:
 - National Honor Society, Lighthouse Chapter
 - Passed Level 3 Japanese Language Proficiency Test
 - Founder, ETHS Electronic Music club
 - High Honor roll, all 4 years