Jason S. Hardman

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Summary

I am a problem solver in life and in code. My balance between creative and technical talents make me a reliable resource in both creative and technical brainstorming discussions. I have develop a system from scratch, or can redevelop them using stable design-patterns.

Background

http://darkwynter.com

I am finishing up with a large open-source project developed by students from UNC-Charlotte. This next-generation engine, scheduled to beta this summer, runs on Windows/Xbox360 and leverages a flexible API to help students create educational games.

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Last year's work involved a heavy clean-up and refactoring of a code-base(30kLOC) in C#/Xna which several students and I developed the year prior. We've configured into an extensible architecture: abstracted; optimized; and integrated into a multi-tier MVC solution.

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Bleeding technologies which I've (co-) developed for this project include GPU-Terrain, AI-Raster-Vision, GPU-Physics, and a GPGPU architecture in HLSL. On the CPU, I'm finalizing an MVC pattern, which instantiates objects via an Xml-Database and Reflection.

Experience

- B.S. in Computer Science from UNC-Charlotte with a background in visual engineering and business administration. Depth education in GPU processing.

- My work includes OOP A&D, event-driven systems, procedural systems, pipelines, and data-centric parallel processing. UML for data-modeling and process design.

- I use relational and procedural analysis to improve runtime efficiency. Clean code makes the processes of review, optimization, debugging, and documentation simple.

- Prior experience with Linux, OpenGL, GLSL, Perl, Apache.
  Fluent in OOP (C#, C++, Java, Perl) and Stream (HLSL, GLSL, GPGPU).

- Food and beverage background taught me self-tasking and motivational skills, as well as develop communication. I maintain sight of the team collective and seek to understand the individuals I work with quickly and correctly.

- I rock a steady piano beat.

Extras

Some experience with level-editor design, UI design and development, network security, encryption, circuit design and logic, installer creation, utility and project tools technology.

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