



Jason S. Hardman

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Seeking a position in software research and development.

Open Source Projects

2006 – 2009

Tesseract GPGPU Processor - flatline.darkwynter.com/compSci/gpuPhysics
Processes large datasets generically on the graphics card by harnessing it as a parallel processor. Physics demo updates large systems of objects. Included as part of the DarkWynter Stream package. *Written in C# & HLSL*

Darkwynter Game Engine - darkwynter.com
Darkwynter provides open-source tools for academic applications. This MVC solution to XNA game development handles complex engineering tasks such as controller configuration, physics, and shader rendering. *Written in C# & HLSL*

Billiards Engine - flatline.darkwynter.com/compSci/billiards/
A 3D billiards simulator created in a Game Engine Design course at UNCC during the spring of 2006. The course was specifically geared towards engine design, hence the lack of game-play elements such as scoring. *Written in C++ & OpenGL*

Development Skills

Languages:	C++, C#, Java, Perl, UML
Environments:	.Net 3, Win 32, Linux, Xbox360
OOP Skills:	OOA&D, MVC, Data Modeling, Abstraction, Events
Development Style:	Agile "Scrum", Top-Down, Bottom-Up
Graphic Shaders:	HLSL, GLSL, Graphical and GP-GPU Algorithms
Graphic Libraries:	OpenGL, Direct X, Xna, Java Swing, Win Forms
Project Tools:	Visual Studios, Eclipse, SVN, PuTTY
DB and Network:	XML Database, MySQL, Sockets
Web Design:	Javascript, XML, XHTML, Perl, SSI, Apache

University of North Carolina at Charlotte

2001 – 2007

Degree: Computer Science - Bachelor of Science
[Regional Visualization Center](#) ; [Games and Learning Lab](#)

Depth: Computational Processing on the Graphics Processor (GPGPU)
Accelerated 3D Graphics Pipeline Software Development
Object Oriented Systems Development

Business: Intermediate Finance, Accounting (I/II), Economics (I/II)
Work: Embassy Suites, Cheesecake Factory, Hops, Self-Employed