

# ANTHONY LUNDQUIST

## EDUCATION

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Full Sail University  
Bachelor of Science in Game Development  
3.20 GPA 109 GPS

Winter Park, FL  
June 2009

## PROGRAMMING EXPERIENCE

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C/C++	OpenGL	Visual Studio (2005/2008)
C# forms	DirectX 9.0	DevKit Pro (GBA)
XNA	Shell API	Tortoise SVN
x86 Assembly	Unreal Scripting	Alien Brain
GDI+	GLSL	UML
XML	FMOD	Leadwerks Engine

## PROJECTS

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### You Die First! –

- Academic project with 6 programmers
- Used C++ and OpenGL for the Render Engine. Used PhysX for collision and frustum culling. C++ was also used for object management and the health system.
- Used UML, and Alien Brain
- 3-D third person western

### Magic Mansion –

- Academic project with 3 programmers
- Used C++ and DirectX to program the animations, menus, and objects.
- Used UML and Tortoise SVN
- 2-D fantasy, mini-game compilation.

### Animation Editor –

- Academic project
- Programmed in C#. Includes anchoring and collision boxes for quick and precise animations.
- 2-D Animation Editor

### Salvage –

- Personal project for the GGJ with 3 programmers and 2 artists in 48 hours
- Programmed the tile engine, particle system, trigger, and animation system in DirectX and C++. Most of the debugging was done by me as well.
- Used Tortoise SVN
- 2-D puzzle game

### Jeklynn Heights –

- Project for Vex Studios with several other programmers.
- Worked on the object system when using the Leadwerks engine and on various systems when we switched to the Unreal engine.
- 3-D game

### Wallpaper Rotator –

- Personal project
- Programmed the interface in C# and the backend used C++ and Shell API.
- Automatic Wallpaper rotator and Wallpaper Manager.

## WORK EXPERIENCE

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Vex Studios	2009-Present
Technical Director	Madison, AL
Jarex Games	2008-2009
Programmer	Orlando, FL

## AWARDS RECEIVED

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Eagle Scout rank in Boy Scouts of America