

Anthony Edward Caruso

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SUMMARY

Detail-focused Software Developer with over 6 years of experience collaborating with teams to program/design simulations and video games. Adept at tools programming and designing. Skilled at creating highly organized and encapsulated code modules.

SKILLS

- Proficient with C++, C#, MFC, V-Ray, Rhino, Unity Engine, MonoDevelop, Visual Studio, Git, SVN
- Competent with Lua, Javascript, HTML5, Java, Windows Forms, RPCs, ReplicaNet, Alienbrain

EXPERIENCE

- Software Engineer at [Chaos Group LLC](#) in Baltimore, MD; June 2015 – Nov. 2016
Developing [V-Ray for Rhino](#): Renderer; team-based (local/remote); scrum; C++/C#/MFC/Rhino
 - Synced Rhino with V-Ray by writing Rhino userdata and responding to Rhino/V-Ray events
 - Upgraded old scenes by tracking versions and repurposing deprecated plugins and params
 - Improved workflow by creating GUIs in Rhino's object property panels using MFC
 - Discussed code and UX with coworkers to keep all V-Ray products compatible/consistent
- Junior Programmer at [Dynamic Animation Systems, Inc.](#) in Fairfax, VA; Sept. 2012 – June 2015
Developing [VICE](#): Student soldier trainer; team-based (local); C++/Lua/ReplicaNet/MFC
 - Added features to vehicle pathing system by refactoring it and creating a tool for it in MFC
 - Created button-based GUI system from the ground up for use in an already established tool
 - Created proof of concept for 3D head-tracking using VICE's camera-based laser system
 - Scripted scenarios by using listeners in Lua and registering functions in C++
 - Sent messages between server and clients in real time using ReplicaNet

PROJECTS

- [Dungeon Hearts DX](#): Puzzle RPG; team-based (remote); C#/Unity/Wii U; Apr. 2016 – Nov. 2016
 - Implemented shop, fixed and polished existing features on both PC and Wii U
 - Worked remotely with teammates and NOA Lot Check to adhere to design and guidelines
- [Dr. Peacenik](#): Rhythm pacifism game; solo; HTML5/Javascript/Canvas; June 2014 – July 2014
- ShootyProj (WIP): Online PvP shooter; team-based (remote); C#/Unity/RPC; Feb. 2013 – Aug. 2014
 - Worked with teammates to settle a month-long dispute about the overarching game design
 - Implemented line-of-sight mechanics and visuals using overlapping cameras and Z writing
 - Used RPCs to communicate between a dedicated server and clients in real time online
- [Dead of Knight](#): Hack & slasher; team-based (local); scrum; C++/Lua/Maya; Feb. 2012 – June 2012
 - Implemented 3D collision system, terrain clamping, combo system, input system
- [RHITHMS](#): Rhythm shooter; team-based (local); scrum; C++/C#/Unity; July 2011 – Sept. 2011
 - Implemented beat creation tool, beat-hitting system, 2D collision system, input system

EDUCATION

- BS in Game Development at [Full Sail University](#) in Winter Park, FL; Sept. 2010 – June 2012