

Stefan Bikun programmer

Education:

2004-2008 - **B.S. Real-Time Interactive Simulation (Computer Science) with mathematics minor**,
DigiPen Institute of Technology, Redmond, WA (Graduating April, 2008)

Skills:

- **Languages:** C/C++ (4 years), C# (2 years), Assembly (1 year)
- **Techniques:** Client/Server Architecture and TCP/IP programming, Neural Networks, Genetic Algorithms, path finding, data structures, ray tracing, object serialization, splines, quaternions
- **APIs Used** – Winsock, STL, Direct3D, DirectInput, XNA, Win32 API, GDI+, Ageia PhysX
- **Development Tools:** Microsoft Visual Studio 2005, Tortoise SVN, Microsoft Visual Studio 2003, Microsoft Visual Studio 6.0, Doxygen, Microsoft Word, Microsoft PowerPoint
- **Misc.** – Leadership experience on 3 projects including leading a 26 person team, experience in sales, experience with agile development, experience working on concurrent game projects

Projects:

Senior Game Project – “Feed the Beast” 3D adventure game

Producer/programmer on a team of 4

- Wrote client/server architecture and networking engine in C#
- Designed and implemented a gamestate manager
- Created a state machine class in C# complete with messaging between agents
- Designed and implemented own scripting language

Junior Game Project – “Aphelion” 3D arcade style space shooter

Programmer on a team of 4

- Designed and implemented client/server architecture and reliable UDP networking engine in C++
- Created AI enemies using a subsumption architecture
- Wrote own scripting language to easily create tutorials and extra mini-games
- Implemented input manager using DirectInput

Ray Tracer

Programmed in C++ for CS400 class

- Used TCP and UDP to add distributed processing to speed up rendering
- Intersection algorithms for rays with spheres, polygons, boxes, and ellipsoids
- Implemented and animated Quaternion Julia Fractals
- Extra features included soft shadows, phong shading, reflection, and transmission

Sophomore Game Project – “Construction Story” 2D side-scrolling action game

Designer/programmer on a team of 4

- Created tile-based level editor using C#
- Designed and implemented enemies using state machines
- Programmed game logic, and created levels
- Wrote the game design document

Work Experience:

Gamestop – 2002-2005 – Sales Associate

Gained experience in working with customers and meeting weekly sales goals. Worked on a team for 3 years, and went through multiple changes in management. Also gained front hand experience at how video games are sold, and which games sell well.