

Rob Meridy
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Qualifications Summary

Software engineer with four years of commercial interactive software development experience well versed in C# and C++. Deep familiarity with Microsoft Visual Studio. Strong OO programming knowledge. Familiar with ASP.NET. Excellent understanding of Win32 programming. Developed client/server applications and tools. Have worked in multiple languages including Java, LUA, Python, Visual Basic 6.0, and PHP. Deep knowledge of classical computing algorithms and data structures. Thorough knowledge of threading and parallelization pitfalls and advantages. Exceptional writing and communication skills. Able to work independently or within a team. Capable of rapidly learning and implementing new technologies. For examples of previous work and independent projects, please visit www.robmeridy.com

Experience

- Developed and maintained intranet website with content customised to user login for Syandus, Inc.
- Created C++ scripts to drive the sequencing and process simulation of many interactive medical disease state applications for Syandus, Inc.
- Developed an advanced user metrics parsing system utilizing a C++ generation and delivery system and a C# server backend to aggregate end-user metrics into multivariate statistics for Syandus, Inc. applications.
- Developed a deterministic, internet multiplayer interactive simulation on Syandus, Inc.'s proprietary software platform.
- Developed an installation suite for the custom installer and uninstaller used by Syandus' ALIVE Network line of products.
- Created backend development tools to aid in the management of framework scripts and assets for Syandus products in C# with third-party dll integration (Perforce source control).
- Created C++ DirectX scene graph dll hook-ins to expand functionality for Virtually Better, Inc.'s proprietary 3D software.

Education

Clayton State University, 2002 – 2006
Bachelor's of Science in Information Technology, May 2006

Skills

- C / C++ / C# (8 years)
- HLSL (4 years)
- MySQL (3 years)
- Win32 Programming (7 years)
- LUA (1 year)
- Adobe Photoshop (9 years)
- Corel Painter 8 (5 years)
- Maya (6 years)
- 3D Studio Max (5 years)

Employment History

- Software developer, Syandus, Inc. Exton, Pennsylvania, 2006 – present
 - o Created C++ scripts controlling the sequencing and scientific process modeling of many interactive applications.
 - o Solved technical limitations of Gamebryo and the Syandus proprietary platform to achieve desired functionality on a daily basis.
 - o Developed backend development support tools in C# with third-party dll integration.
 - o Created an automated user metrics delivery and aggregation system using C++ and C#
 - o Was responsible for addressing IT issues among the development team. (Outlook, data recovery, etc)

- Was responsible for answering the technical support line and email, addressing user concerns and technical questions.
 - Managed Syandus servers, both internal and external.
- Modeler / Software developer, Virtually Better, Decatur, Georgia, 2005 – 2006
 - Development specialized shaders using DirectX HLSL and created specialized scene graph processing using C++ dll hook-ins. Built 3d models of inanimate objects to populate virtual environments. Created textures using both photographic source and from scratch.