

**JOEY HAMMER**  
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## **EDUCATION**

### **University of California, San Diego**

MS, Computer Science	December 2007
BA, Mathematics- Computer Science	June 2005
BA, Interdisciplinary Computing and the Arts (ICAM)	June 2005

Programming Skills: **C/C++, Python, DirectX, OpenGL**

## **WORK EXPERIENCE**

### **PixelActive Inc.**

**2382 Faraday Ave. #150**  
**Carlsbad, CA 92008**

**[www.pixelactive3d.com](http://www.pixelactive3d.com)**

**July 2007 – Present**

Position: Software Engineer  
Employer: Steve Rotenberg

Responsibilities: Design and implement modules for a cross-platform game engine (targeting the Win32, Xbox 360, PS3, and Wii platforms) and a corresponding world editor tool suite. These modules primarily included (but were not exclusively limited to): physics simulation, collision detection, vehicle systems, and game object framework.

### **High Moon Studios, LLC**

**6197 El Camino Real**  
**Carlsbad, CA 92009**

**[www.highmoonstudios.com](http://www.highmoonstudios.com)**

**June 2005 – April 2007**

Position: Programmer Intern  
Employer: Clinton Keith  
Team Leader: Noel Llopis

Responsibilities: Work with the R&D team in writing a cross-platform game engine for Win32, Xbox 360, and PS3. All development was done using agile methodologies, including: Scrum, Pair Programming, and Test-Driven Development.

**Experimental Game Lab**  
**Center for Research in Computing and the Arts (CRCA)**  
**University of California, San Diego**

**www.experimentalgamelab.net**  
**September 2004 – June 2007**

Position: Programmer  
Employer: Sheldon Brown

Responsibilities: Create game content through procedural, algorithmic techniques. Asset generation was prototyped via plugins for the Maya 6 API. Also, produce a real-time virtual environment in which these procedural assets can be dynamically generated. Finally, implement a library framework to enable the virtual environment to utilize the processing power available in an IBM Cell QS20 BladeServer.

**Department of Computer Science and Engineering**  
**University of California, San Diego**

**cse.ucsd.edu**  
**July 2002 – June 06**

Positions: Teaching Assistant, Discussion Section Leader, Lab Tutor  
Courses: CSE 125: Systems Design and Implementation,  
CSE 5A: Intro to C, CSE 8A/B & 11: Intro to Java

CSE 125 Responsibilities: Assist students in developing a real-time 3D multiplayer game from their own concept design to a playable product over the course of 10 weeks.

CSE 5A, 8A/B, 11 Responsibilities: Assist students in programming some of their first programs in C and Java. Lead discussion sections to reinforce concepts covered by the instructor during lecture. Grade homework assignments, quizzes, and exams.

**Department of Mathematics**  
**University of California, San Diego**

**math.ucsd.edu**  
**January 2000 – August 2005**

Positions: Teaching Assistant, Grader, Calculus Lab Tutor  
Courses: Math 168A: Topics in Computer Science: Combinatorial Game Theory,  
Math 3C & 4C: Pre-Calculus, Math 10A: Differential Calculus

TA Responsibilities: Hold weekly discussion sections to elaborate on material covered by professor during lecture and review concepts presented in homework assignments and exams. On occasion, I have had to substitute teach lectures.