

# Shai Oren

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## Objective:

A position which will allow me to utilize my programming skills and education in a development team while allowing me to continue to expand my abilities.

## Education:

**DigiPen Institute of Technology**, Redmond, Washington  
Bachelor of Science Real-Time Interactive Simulation, 2008

## Technical Experience:

- **Computer Languages:** C/C++ (5 years), C# (1 year), HTML (2 years), Objective-C (<1 year), Python (<1 year), JavaScript (<1 year)
- **Operating Systems:** Windows 98/2K/XP (5 years), Windows Vista (<1 year), Windows 7 (<1 year), Linux (<1 year), iPhone (<1 year)
- **Miscellaneous:** Microsoft Visual Studio (4 years), Eclipse (<1 year), Xcode (<1 year)

## Programming Skills:

- Graphics (2 years), Networking (1 year), User Interface (1 year), Artificial Intelligence (1 year)

## Professional Experience:

### **Digital Software Engineering Trainee for Microvision, Inc. (6/2006 – Present)**

- Wrote firmware update software for Flic, a laser bar code scanner, and RōV, the MEMS-based successor to Flic.
- Tested functionality and performance of RōV.
- Wrote many Windows software tools to facilitate testing of Flic and RōV.
- Spearheaded game development utilizing OpenGL ES for the PicoP, a projector developed by Microvision.
- Wrote iPhone accessory authentication routines for the PicoP.
- Wrote application level and low level PicoP SDK for the iPhone platform.

### **Co-founder / Programmer for Nonstop Ninjas (6/2009 – 9/2009)**

- Wrote game engine for original project in C++.
- Scrapped original project, and started utilizing the Panda3D game engine for a new idea.
- Researched starting a company but ultimately we decided to create a demo before incorporating.

## Projects:

### **Product Manager / Programmer for Merchant (9/2003 – 4/2004)**

Merchant is a medieval economic simulation.

- Created the graphical user interface and associated widgets.
- Worked on AI path finding in the marketplace.
- Created the multiplayer lobby functionality based off of Warcraft 3's lobby appearance.
- Created the marketplace map.

Skills required: Graphics programming (GUI), A\* path-finding (AI), Network programming (GUI, multiplayer lobby), UI programming (GUI)

### **Product Manager / Programmer for Orbis (9/2002 – 4/2003)**

Orbis is a Marble Madness clone for Windows.

- Worked on parallax background scrolling.
- Worked on AI enemies (cut.)
- Worked on the finite state machine and trigger systems.

Skills required: Graphics Programming (scrolling), Finite State Machines (AI, state machine)

### **Producer / Programmer for Zill (1/2002 – 4/2002)**

Zill is a top-down turn-based RPG utilizing ASCII graphics.

- Led the team, making sure everybody did the work requested of them on time.
- Created the turn based combat system.
- Created an item database editor for easy content generation.
- Helped in technical leadership throughout the length of the project.

Skills required: Finite State Machines (combat system), General Win32 programming (item database editor)