

WARSAM OSMAN

GAME PROGRAMMER

www.warsam.com
contact@warsam.com

Skills

Languages & APIs: C++, C, Java, C#, Scaleform, Actionscript, OpenGL/GLSL, Unrealscript, Python, Lua
Engines: CryEngine, Unreal Engine, Unity
Platforms: Windows, Linux & Android

Work Experience

Software Engineer at Oculus VR Dallas TX, Aug 2014 - Present

- Working on really cool stuff.

Associate Programmer at Crytek USA Austin TX, Jan 2014 - Jul 2014

- Working on *HUNT: Horrors of the Gilded Age* and contributed to the following: options menu, character customization menu, hit indicator system, friend list, global inventory, resource management system, and matchmaking lobby system.
- Worked within the following areas: UI, Online Services, Resource Management, Animation, and Multiplayer Gameplay.

Programmer Intern at Gearbox Software Plano TX, Jun - Aug, 2013

- Collaborated with design team on a project developing code in the following areas: editor, game, replication, state driven agent and animation.
- Worked with core technology division, developing code for a set of tools to extract patch information from source files and query a SQL database in addition to bug fixing.

Team Game Projects

Kraven Manor [Steam Greenlit], UDK, 12 Developers, 9 Months

Programmer

- Helped integrate Steamworks.
- Implemented Artificial Intelligence systems.
- Implemented core shifting room mechanic.
- Implemented interactive & possessed objects.
- Implemented tools for designers.

Nerd Rage, Torque X, 4 Developers, 3 Months

Programmer

- Participated in game design meetings.
- Implemented color matching mechanic.
- Implemented tool for level designer to spawn waves of enemies.
- Maintained Technical Design Document.

Escape The Claw, UDK, 6 Developers, 4 Months

Lead Programmer

- Specified and documented game systems.
- Implemented user controlled claw machine.
- Implemented replication - picks up other players.
- Delegated tasks and fixed bugs.
- Maintained Technical Design Document.

Dragon Wreck, Android NDK, 2 Developers, 1 Month

Programmer

- Implemented core game engine.
- Conformed to Android app guides.
- Implemented GUI for touch interface.
- Implemented Open AL sound system.

Game & Technology Projects

WELD - Thesis game project featuring a parallel genetic algorithm used for AI

- Thesis examines the benefits of machine learning in game development by implementing an AI that uses a parallel genetic algorithm for unit selection in a strategy game featuring customizable robots.
- Implemented a fast 2D engine from scratch featuring optimized core components enabling multiple games simulated per second in parallel.

VANGUARDS - Tank Demo featuring terrain and concurrent renderer

- Used my skeletal animation tools along with a classmate's art asset to implement a fully controllable tank.
- Implemented height map based terrain and a ray cast vehicle model to drive the tank on the terrain surface.
- Implemented concurrent OpenGL renderer

Education

The Guildhall at Southern Methodist University

Master of Interactive Technology, Software Development

December 2013

Awarded *Cohort 18 SD Honors for Organic AI using Genetic Algorithms*

University of Minnesota

Bachelor of Science, Computer Science

December 2011