

# B. Kevin Goodier

612 SOUTH 7TH STREET • ST. LOUIS, MO • 63102-1004

## SUMMARY

Experienced computer science graduate with work background in commercial software development, game programming, web production, and academic research seeks a full-time position creating innovative and unique games. Skills include coding, game production, technical and creative problem solving, and team interaction.

## EDUCATION

### Washington University in St. Louis

**Major:** Computer Science from School of Engineering

**Minor:** Visual Communication from School of Art

**Degrees:** M.S. and B.S. in Computer Science.

**Graduation:** May 2001

**GPA:** 3.92

## WORK EXPERIENCE

### Washington University • St. Louis

Research Assistant, Media and Machines Lab  
May 2001 - present

- Assisted research in areas of robotics, computer vision, and computer graphics.
- Designed, built, and operated a computer-controlled 3-axis motion capture table.
- Provided hardware and software expertise for joint project with School of Art.
- Member of the internationally known *Lewis the Robotic Photographer* project.

\*Debuted at SIGGRAPH2002, see <http://www.cse.wustl.edu/~lewis/>

### Intel Corporation • Portland, OR

Graduate Software Development Intern  
May - August 2000

- Developed a Linux media appliance project in the Internet and Communications Lab.
- Tackled unique challenges with display of information using low-level Xlib and GDK graphics libraries.
- Analyzed file system and IDE driver performance issues in the Linux IDE device driver.

### InterSystems Corporation • Boston, MA

Software Development Intern  
May - August 1998

- Designed and implemented front-end GUI using Java 1.1 and Visual Basic.
- Worked with a small team under a tight schedule to complete front-end utilities for production deadline.
- Assisted with quality assurance by reproducing and correcting various software bugs.

### Berg Electronics, Inc. • St. Louis, MO

Information Systems Consultant  
June 1997 - May 1998

- Coordinated and developed various database-driven ASP/HTML applications.
- Developed Microsoft Exchange Server web applications utilizing CDO technology.
- Responsible for corporate intranet redevelopment.

## PERSONAL PROJECTS

### Play Nice Computer Game

May - August 1999

An overhead 2D action/driving game featuring multiplayer support with independent game server, map and character editors, and realistic physics.

- Uses DirectDraw, DirectInput, DirectSound, Win32, and Winsock libraries.
- Strengths: optimized for performance on a P133 computer, hand-coded assembly routines, slick UI, functional multiplayer, solid game design.
- Weaknesses: convoluted OO design, no gameplay, reliance on VB for UI.
- <http://biggreenball.com/bytor/>

### Lewis the Robot Computer Game

December 2002 - present

An overhead 3D shoot 'em up developed as a quick-n-dirty copycat that has evolved into a frenetic game of high-scoring perfect for the casual procrastinator.

- Uses OpenGL, DirectSound, Win32, mpglib, and FreeType2 libraries.
- Built in under 2 months in free time as a personal demo.
- Strengths: compact architecture, playability, completed original goal of project, original music and artwork.
- Weaknesses: OS and hardware inconsistencies, non-optimized code, extensive use of globals, borrowed design.
- Soon to feature an original, compelling storyline with wide appeal.
- <http://biggreenball.com/lewis/>

## OTHER ACTIVITIES

Avid rock climber, photographer, and builder of things. Budding auto mechanic and sports car aficionado. Enthusiastic video gamer. Favorite games: Civilization III, Team Fortress Classic, Railroad Tycoon, Total Annihilation, Tony Hawk Pro Skater, Contraptions, Dune II, old LucasArts games, old Apogee games.

