

	<b>Eric Pattison</b>
<b>09/03/2014</b>	
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	<b>Education</b>  <b>Full Sail University</b> March 2006  Bachelor of Science, Game Design and Development
	<b>Experience</b>  Adjunct Instructor   <b>ITT Technical Institute</b> September 2008 Provide instruction for students in the following: <ul style="list-style-type: none"><li>● Game Design</li><li>● Engine Design</li><li>● Introduction to Programming</li><li>● Web Design and Development.</li></ul>
	Programmer   <b>Wahoo Studios, Inc</b> April 2008 - September 2014 <ul style="list-style-type: none"><li>● Tools Development</li><li>● AI Programming</li><li>● Graphics Programming</li><li>● Physics Programming</li><li>● Gameplay Programming</li><li>● Web Front End Development</li><li>● Web Backend Development</li></ul>

**Programmer | Sensory Sweep Studios**

April 2006 – March 2008

- Tools development
- AI Programming
- Graphics Programming
- Gameplay Programming

**Skills****Programming Languages**

- C/C++
- C#
- JavaScript
- Java
- Python
- PHP
- Visual Basic

**Scripting Languages**

- Lua
- ActionScript
- MEL
- MaxScript
- Batch/Shell

**Web Languages**

- HTML
- CSS
- JSON
- XML
- SQL

**Software**

- Visual Studio
- 3D Studio Max
- Maya
- Photoshop
- Eclipse
- Android Studio
- Apache

	<ul style="list-style-type: none"><li>● IIS</li><li>● Node.js</li></ul> <p><b>Version Control</b></p> <ul style="list-style-type: none"><li>● SVN</li><li>● Git</li><li>● CVS</li><li>● Team Foundation Server</li></ul> <p><b>Operating Systems</b></p> <ul style="list-style-type: none"><li>● Windows</li><li>● Windows Server</li><li>● Linux - Ubuntu 12.04</li></ul> <p><b>Other</b></p> <ul style="list-style-type: none"><li>● Rapidly adjusts to new technology</li><li>● Excels at rapid prototyping of new ideas</li><li>● Strongly supports automated testing</li></ul>
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