

Adam Serdar

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Objective

To find a programming internship at a company that creates gaming software.

Education

2005-Present Carnegie Mellon University Pittsburgh, PA
• Masters of Entertainment Technology, Expected May 2007

2000–2004 University Of Wisconsin - Stout Menomonie, WI
• B.S., Applied Math and Computer Science, Software Development.
• Deans List 2000 to 2002

Work Experience

2001-Present Edi Enterprises Minnetonka, MN
Programmer
• Created programs for both Windows and Linux systems.
• Moderator and System Administrator for several message boards.

Game Projects

2005 Fall Semester Building Virtual Worlds Class Pittsburgh, PA
Rekindling, a Virtual Reality World
• Coded a Virtual Reality Head Mounted Display experience.
• Moved the player around in a virtual world with varying elevations.
• Used particle effects to create a realistic looking candle and fire effect.
• Created by four person team in 2 weeks.

2005 Fall Semester Building Virtual Worlds Class Pittsburgh, PA
Jam-O-Drum Baseball
• Coded a three on one person baseball game for the Jam-O-Drum.
• The Jam-O-Drum is a four player projection tabletop interface, with a spin and drum control for each player. (more info at <http://www.jamodrum.net/>)
• Created a realistic looking spin to bat mapping and collisions using Panda 3d.
• Created by a four person team in 2 weeks.

2003 Fall Semester UW-Stout Graphics Class Menomonie, WI
3D Pool Game
• Coded a two player 3D pool game for the PC.
• Created realistic looking physics with rotation using OpenInventor and C++.
• Created by a two person team in 4 weeks.

Other Projects

Summer 2005-Present Edi Enterprises Minnetonka, MN
User Interface for VoIP Tester
• Coded and Designed a Windows User Interface for a Voice over IP tester.
• Converted a Dos Window style interface to paned Outlook style.
• Created in Microsoft VC++ 6.0 and with PostgreSQL.

Summer 2002-2004 Edi Enterprises Minnetonka, MN
Networked Audio Decoder
• Coded and Designed a Windows User Interface for listening to encoded audio streaming through the network.
• Captured U-Law audio from the network then played it through DirectX Audio
• Created in Microsoft VC++ 6.0.

Tools Known

Visual C++, Ansi C, Perl, Python, SQL, Visual Basic, HTML, Adobe After Effects, Windows, Linux

Interests

Platform, role playing, and collectable card games. Bowling, poker, and the show "Mythbusters." Currently playing World of Warcraft.