

J. Michael Herring

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Education

High School: Arkansas School for Math and Science (ASMS). Graduated May 2002.

Undergraduate: B.S. in Comp. Sci., University of Central Arkansas (UCA). Graduated Dec 2006. Major GPA: 3.74.

Graduate: Carnegie Mellon Entertainment Technology Center (ETC). Graduating Dec 2008. Current QPA: 4.18.

Technical Skills

Programming

Server-side web programming with PHP, Perl and MySQL.

Client-side web programming with HTML/CSS/JavaScript, incorporating XSLT.

2D/3D Game programming using Javascript, C++/OpenGL and Python/Panda3D.

Console programming in *nix/Windows console environments.

Windows programming using Visual Studio(C# and C++) and C++Builder.

API Familiarity

Game development using OpenAL, DirectX, and SDL, and Torque Game Engine.

Mac OS X Cocoa programming, using PyObjC and Objective-C.

Game modding, specifically the Unreal and Quake engines.

Multimedia

Experienced with graphic design using Adobe Photoshop/Illustrator/InDesign.

Experienced with open-source design tools The GIMP, Inkscape and Scribus.

Music production experience with Audacity and Logic Pro/GarageBand.

3D graphics experience using Blender and MilkShape3D.

Other

Experience with multiple platforms: x86, SPARC and PPC.

Experienced with setting up heterogeneous Microsoft/UNIX networks.

Experienced with administration of UNIX-style workstations and servers.

Experienced in leveraging network technologies such as LDAP and Group Policy.

Experienced with Linux(Ubuntu, SuSE, Fedora et al), Solaris, and Mac OS X.

Experience (approx. 2.5 years professional programming, 2 years IT, 5.5 years grad/undergrad)

Team Synchronicity (August 2007 - November 2007): Served as producer, music composer and programmer for the development of *Melody's Musette*, a game made with four other students at ETC-Australia. The game is an exercise in interactive synchronicity, combining concepts from different rhythm-based games. We used Scrum to rapidly produce the game and submit it to the 2007 Independent Games Festival student competition.

Building Virtual Worlds (February 2007 – June 2007): As a student at ETC-Australia, worked on five two-week game development projects over the course of one semester. The emphasis in this class was on designing “virtual worlds” with story and immersive interactivity rather than focusing on the aesthetics of game design and production. Four out of my five team-produced projects were selected to be in an end-of-semester show for the Australian entertainment industry and related guests.

Axiom/EMC Corporations (July 2004 – February 2007); Worked in the Grid Research and Development unit. With others in the GUI team, developed a web-based interface to Axiom's industry-leading grid computing infrastructure, with features like on-the-fly generation of product-specific interfaces using WSDL and XSLT, dynamic interfaces using JavaScript and XML (the “Ajax” paradigm), and root cause analysis/self-healing facilities. This system, “Apiary,” was purchased by EMC and turned into their “BI Grid” architecture.

University of Central Arkansas (June 2006-December 2006); Developed and taught a class on critical game studies for the Honors College called *Core III: The Virtual Other in Interactive Fiction*. The class was taught as an interdisciplinary philosophy class to sophomore-level students from various fields of study, and involved solo and group gameplay, reading, writing, design and discussion.

IBM Global Services Contractor (May-August 2004); Worked as a contractor with IBM to assist in a massive network infrastructure upgrade at UCA. Tasks included performing a campus-wide WLAN site survey and installing /configuring Cisco network hardware, including blade-style routers and WiFi access points.

UCA Computer Science Department Technician (January 2003 – August 2004); Worked with Dr. Chenyi Hu as UCA CS's UNIX research lab administrator, managing Solaris and Mac OS X workstations. Performed regular system and network administration tasks, including setting up directory services using Sun's NIS + package then later LDAP. Also administered several classrooms' worth of IBM desktop and laptop PCs dual-booting Microsoft Windows XP and SuSE Linux, utilizing Group Policy Objects and Symantec Ghost to maintain them for both students and professors. Installed a SunFire 280R server and StorEdge disk array to provide directory, file, Web and email services. Created a "Helpdesk" website with PHP/MySQL that provided knowledgebase and issue-tracking functionality to better automate the administration of the labs.

PIEE Unit Programmer (June-September 2003); Created a program that leverages OpenGL to present a colorful, educational quiz game from a predefined set of multiple choice questions. The game was written in C++ using Microsoft Visual Studio .NET, and a datafile creation utility was made using Borland C++ Builder.

Achievements

2 Year Member, International Game Developers' Association.

Selected to present at 2007 Game Developers Conference (a postmortem on my class at UCA for the IGDA Education SIG).

Regularly spoke at UCA Honors College "Soapboxes" on technology and open-source cultures.

Presented at the 2006 National EAST Conference on serious game development.

Programmer for a COMAP Math Modeling team (placed National Outstanding; among top ten worldwide).

Special Projects

Owner and operator of **Knee of the Curve**, a weblog that focuses on the videogame industry, serious games and the cultural issues of technology. The site is over two years old, and garners over 1,000 unique pageviews on a monthly basis.

Chief Graphic Designer for the **Fall 2005 Vino**, which is the official newsmagazine of the UCA Honors College. Duties consisted of cover design, layout, and graphics production for roughly 30 pages of the 36-page document, and artistic direction on the remainder of the publication. Technologies used include Inkscape and Adobe InDesign/Photoshop.