

J. Michael Herring

Suminoe Futaba Plaza, Apartment 807
Midori-gi, Suminoe-ku, Osaka, Japan 〒559-0022
webmaster@khakionion.com - <http://www.khakionion.com>

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

Web programming using PHP/Perl/mysql, HTML/CSS/JavaScript, and 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 Objective-C.
Game modding using the Unreal and Quake engines.

Multimedia

Graphic design using Photoshop/Illustrator/InDesign and open-source tools GIMP/Inkscape/Scribus.
Sound production experience with Audacity and Logic Pro/GarageBand.

Other

Experience with x86, SPARC and PPC hardware and *nix/Windows system administration.
Experienced with configuring *nix/Microsoft networks using Samba, LDAP and/or MS Group Policy.

Experience (approx. 2.5 years professional programming, 2 years IT, 5.5 years academia)

SHARP Japan (December 2007 - Present): At the ETC's Japan campus, serving as *producer* and *lead programmer* on a team of seven students working with SHARP Corporation.

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.

Acxiom/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 Acxiom'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.

UCA Computer Science Department Technician (January 2003 – August 2004): Worked as UCA CS's UNIX research lab administrator, managing 50+ workstations running SuSE Linux, Solaris, Windows XP or Mac OS X. Performed regular system and network administration tasks, including setting up directory services via NIS + then later LDAP. Server technology included a SunFire 280R and StorEdge disk array. Created a “Helpdesk” website in PHP/MySQL, providing an issue-tracking knowledgebase for the labs.

Achievements

2 Year Member, International Game Developers' Association.
Presented twice at DiGRA 2007 (on *Synchronicity in Game Design* and *Critical Game Studies*)
Presented at the 2006 National EAST Conference on serious game development.
Regularly spoke at UCA Honors College “Soapboxes” on technology and open-source culture.
Programmer for a COMAP Math Modeling team (placed among top ten worldwide).