

Rob Pearsall

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Education:

BS in Computer Science from Stony Brook University with a specialization in Human Computer Interaction.

Skill Set

C++, ~2 years

DirectX, 1 year

Photoshop, 3 years

C#, 1 year

Java, 4 years

Quark, 2 years

Carrara, ~1 year

Maya < 1 year

Renderware < 1 year

Work Experience:

2004 - 2007 US Geological Survey as a Hydrologist in Training and now as a Information Specialist. I collected field data in New York City, South Hampton, Nassau, Queens and Suffolk. I worked on lithographic models by compiling data and working with .shp files to create detailed maps of geographic locations. I was part of a team of four to eight team members for well logging. This team often worked 14 - 16 hour days, two or three days in a row. I have recently begun developing programs for GIS in Python and Java.

2000 - 2004 Gamestop Inc. as Management and as a Sales Associate. In management I had authority over four employees and opened and closed the store. I deposited cash to the bank for the previous day's business every morning I opened. I also assigned tasks for work in the store during store hours and after close. I worked with customers and often helped them to decide what game or system best suited their tastes.

Coursework:

AFH 385 French Caribbean Literature

CLT 235 American Pluralism in Literature and Film

CSE 305 Databases

CSE 306 Operating Systems

CSE 308 Software Engineering

CSE 328 Computer Graphics

CSE 333 User Interfaces

CSE 334 Intro to Multimedia Systems

CSE 373 Analysis of Algorithms

CSE 380 Computer Game Programming

CSE 391 Advanced Game Programming

PSY 260 Cognition and Perception

THR 447 Readings in Theatre Arts

THR 480 Projects in Media

Areas of Note:

Placed 2nd in the Annual Stony Brook Game Programming Competition*

- My partner and I created all original artwork and music for the game.
- The game was written in C# with DirectX.

Received an A for managing a group of six in Software Engineering, CSE 308

- I was in charge of the project: An inventory ordering service for vending machines.
- I wrote meeting agendas, meeting minutes, arranged meetings and assigned tasks.
- I participated and oversaw design and implementation of the project.
- I compiled and wrote the documentation for the project.

Executive Editor of the campus paper, *The Stony Brook Press*

- I managed a staff of 16 editors and over 40 writers .
- I dealt with advertisers and kept watch over the budget which was over \$30,000.
- I frequently wrote editorials and news pieces for the paper.
- I served as Production Manager the year before and have had much experience with Quark Express.

*Sample games are available upon request.