

PHILLIP SALTZMAN

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OBJECTIVE

An entry-level software engineering role developing commercial video games.

EDUCATION

Master of Entertainment Technology, 2004 – 2006

Carnegie Mellon University, Pittsburgh, PA

BS – Computer Science, Minor – Political Science, 2000 – 2004

Northwestern University, Evanston, IL

SKILLS

Languages: C, C++, VB, Java, Lisp, Scheme, Python, OpenGL, Edith

Web: HTML, Javascript, CSS, PHP, SQL

Applications: Visual Studio, ProDG, XEmacs, Photoshop, Illustrator, Perforce, CVS

WORK EXPERIENCE

Electronic Arts, Redwood Shores, CA

Software/Object Engineering Intern, May 2005 – August 2005

- Shipped title: *Sims 2* for PlayStation 2, XBOX, and GameCube
- Became proficient in the Edith scripting language in record time
- Responsible for the 2-player feature in *Sims 2*
- Showed proficiency for fixing bugs in legacy code

Oyez.org, Evanston, IL

Software Engineer, May 2004 – August 2004

- Designed, implemented, and deployed a new MySQL based search engine

Insurance Benefit Spot Check, Sacramento, CA

Software Engineering Intern, Summers 2004, 2003, 2001

- Ported the flagship product to new models of embedded credit-card terminals
- Maintained large legacy codebase
- Collaborated with vendor to resolve issues in new APIs

Northwestern University, Evanston, IL

Teaching Assistant, September 2001 – December 2003

- Tutored students in office hours and private sessions
- Graded assignments and tests

PROJECTS

The Experimental Gameplay Project

- Completed a dozen rapid prototype games including all code, art, and sound
- Project featured on Gamasutra.com, Joysiq.com, G4TV, and BusinessesWeek

Panda3D

- Prototyped and implemented a new model exporter for 3D Studio Max
- Designed and implemented a tutorial curriculum to be bundled with the engine

Building Virtual Worlds

- Acted as programmer on diverse two-week teams
- Platforms included virtual reality, audience interaction, the Jam-o-Drum (a unique tabletop interface), and custom-built giant Nintendo controllers