

# James C. Jenista

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A driven software engineer with a broad range of creative and technical skills seeking to join a team that is dedicated to creating well-crafted games.

## Summary of Qualifications

- Life-long passion for creating games and programming projects
- Creative, with the drive to self-teach new tools and techniques
- Extensive education and experience in programming and algorithm design
- Excellent communication skills
- Advanced proficiency in C, C++, and Java

## Education and Experience

### Current Personal Projects

<http://www.jamesjenista.com>

Personal projects that demonstrate self-motivation, design ability and creativity.

### University of California, Irvine

#### Masters/PhD Candidate, Computer Science

2007 - Present

Studied graduate-level algorithms, networking, OS and computer architecture subjects. Researching in automatic software parallelization. Authored advanced Java-to-C compiler analyses in Java.

### Northrop Grumman, San Bernardino, CA

#### Software Engineer

2003 - 2007

Designed and implemented a C/C++ test-bed for real-time embedded flight computers. Wrote communication code, including hardware drivers. Prepared white papers relating to software.

### University of Notre Dame, South Bend, IN

#### Bachelor of Science, Computer Science

1999 - 2003

### Treyarch, Santa Monica, CA

#### Programmer

Summer 2002

Designed C++ indoor swinging system for Spider-Man 2. Created C++ platform-independent input recording system for game engine. Collaborated daily with artists, game designers, and other coders.

## Publications and Credits

- 1<sup>st</sup> author on [new parallel programming model](#) published in *Hot Topics in Parallelism 2010*.
- Co-constructed the January 3<sup>rd</sup>, 2004 crossword puzzle for *The New York Times*
- Credited with Additional Code on Treyarch's Spider-Man 2, 2004

<b>Languages</b>	C, C++, Java, Lisp, Python, bash, sed
<b>Graphics</b>	DirectX, OpenGL, SDL, GIMP (scripting), Blender (scripting)
<b>Version Control</b>	Perforce, RCS, CVS, Subversion
<b>OS/Compilers</b>	Windows, Linux, Microsoft Visual Studio, GCC, Javac, VxWorks, Tornado
<b>Tools</b>	Starcraft 2 Galaxy Editor, Valve Hammer, Audacity, FRAPS