

JAMES SUSINNO

Software Engineer

(732) 267-7609
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INTERESTS

Highly responsive user interface design, human-computer interaction, 3D graphics. Designing, creating and documenting high quality software that allows a skilled user to multiply their productivity many fold.

EDUCATION

Johns Hopkins University	Baltimore, MD
B.S. in Computer Science	1997–2001
M.S. in Computer Science, 3D Graphics Concentration	2001–2003

PROFESSIONAL EXPERIENCE

D4D Technologies <i>Senior Software Engineer</i>	Richardson, TX Dec 2008–Present
Wrote GLSL shaders and accelerated OpenGL display code for Dental CAD/CAM software. Experimented with nVidia's Cuda for accelerated image and geometry processing. Extended user interface in C#.	
Skills used: Windows XP, Visual Studio 2005, Perforce, C++, C#, OpenGL, GLSL, Cuda	

In-Three Inc. <i>Software Engineer</i>	Westlake Village, CA Oct 2005–Nov 2008
Proposed, architected, developed and documented "Intrigue", the world's most comprehensive and efficient stereoscopic 3D conversion tool to date. Acted as project owner and leader, spearheading a team of developers and artists. Intrigue is now in exclusive use in-house on major motion pictures such as Disney's G-Force.	
Skills used: Windows XP, Visual Studio 2005, Visio, Trac, SVN, C++, STL, MFC, OpenGL	

Kollins Communications <i>Software Engineer</i>	Mahwah, NJ Nov 2004–Oct 2005
Developed dynamic web applications including content management systems, flash games, interactive product showcases and event registration systems. Brought functionality and animation to static HTML and Flash templates. Lead Developer for Sony Xplod autosound site.	
Skills used: Tomcat, CVS, PHP, JSP, JSTL, MySQL, Flash ActionScript 2.0, HTML	

TECHNICAL SKILLS

Operating Systems
Windows, Linux, MacOS, Solaris, Irix, FreeBSD

Programming Languages
C, C++, Lua, GLSL, Perl, PHP, Python, Java, JavaScript, ActionScript, MySQL

Development Environments
MS Visual Studio, Code::Blocks, NetBeans, MinGW, Cygwin, make, gmake

Source Control
Subversion/Trac, Perforce, CVS, SourceSafe

Libraries
OpenGL, Glut, Glfw, Glew, Cuda, SDL, STL, MFC, .NET

HOBBIES

Personal programming: games, visualizations, modeling and animation tools
Web design and development: <http://jimbomania.com>
Music production and performance, improvisation, songwriting, arrangement, recording, mixing
Guitar, bass, trumpet, vocals, rhythm sequencing, sampling
Soccer, baseball, rock climbing, hiking, surfing, skiing
Gaming: Tetris, Goldeneye(N64), Soul Calibur, Starcraft, Unreal Tournament, Left 4 Dead