

# CHAD SERRANT

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<http://wiki.utter-chaos.net/ucwiki/index.php/User:Chadius>

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## EDUCATION

**Massachusetts Institute of Technology**

Cambridge, MA

Bachelor of Science in Computer Science, *June 2005*.

Relevant Courses: User Interface Design and Implementation, Software Engineering, Computer Graphics, Computer System Engineering

## SKILLS

C++, Java, Simple Directmedia Layer, Allegro, Linux, HTML.

## INDEPENDENT PROGRAM DEVELOPMENT

**Freelance Game Development**

Arlington, MA

*November 2005 to Present*

Sword Draw Battle uses Simple Directmedia Layer to draw the player's attacks on his foes. Works on multiple platforms. The game is available for download at

<http://wiki.utter-chaos.net/ucwiki/index.php/Chadius: SwordDraw>

*March 2005 to November 2005*

Programmed freeware, "TASM," an overhead action game. Applied the Allegro library and C++. The game can be downloaded at <http://wiki.utter-chaos.net/ucwiki/index.php/Chadius: TASM>

**MIT Department for EECS: Advanced Undergraduate Project**

Cambridge, MA

*January 2004 to June 2004*

Built an image filtering program with applicability to targa, bitmap and pcx files. Using a non-linear two-pass filter, the program creates an apparent focus, maintaining desired images and blurring unneeded images or image elements. Project could be used in the security industry.

## TEAM PROJECTS

**Annual MIT AI Competition, "Robocraft"**

Cambridge, MA

*October 2004 to December 2004*

Designed and created debugging software for Robocraft, an annual AI competition held at MIT. Programmed in Java as part of a three-person team. Software was used by contest organizers as a prototype for the final version of the debugging software used by contestants in 2005 competition.

## OTHER EXPERIENCE

**Staff Writer, "The Tech" - MIT Newspaper**

Cambridge, MA

*June 2001 to March 2003*

Wrote weekly reviews for video games. Included a 2-page, 6-review spread in Jan 2002.

## INTERESTS

Design and play computer games as well as pencil and paper games. Provide informal game critiques. Read design and development magazines (eg. Gamasutra, Gamespot, etc.). Study 1990s American animation. Readings on Greek mythology.