CHAD SERRANT

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

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

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.

INDEPENDENT PROGRAM DEVELOPMENT

MIT Department for EECS: Advanced Undergraduate Project   Cambridge, MA

January 2004 to June 2004

Built an image filtering program in C 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.

Freelance Game Development   Arlington, MA

November 2005 to January 2006

Sword Draw Battle uses Simple Directmedia Layer to draw the player's attacks on his foes. Works on multiple platforms, written in C++. The game is available for download at http://wiki.utter-chaos.net/ucwiki/index.php/Chadius:_SwordDraw

OTHER EXPERIENCE

Circulation Staff, MIT Libraries   Cambridge, MA

January 2000 to Present

Worked at MIT's library. Helped patrons find and checkout books. Clerical work.

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.