

C.J. KIMBERLIN

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EXPERIENCE

Zombie Inc, Seattle, WA

Contracted Unity3D Developer, December 2014 - February 2015

- Optimized performance in the Go Army Edge Football Application for iOS.
- Built Unity3D 5.0 user interface for unannounced project.
- Implemented customer facing in-game editor for unannounced project.
- Architected and refactored existing systems to be used as a core engine for future projects.

Molecular Jig, Seattle, WA

Contracted Unity3D Developer, October 2014

- Fixed bugs to bring Immune Defense to demo ready state.
- Implemented touch gestures for Immune Defense on Android tablet.

Microsoft, Redmond, WA

Software Development Engineer 2, July 2010 - September 2013

- Owned, maintained, and drove features of the Trusted Platform Module (TPM) stack for Windows 8 and Windows 8.1.
- Created a suite to validate manufacturer's TPM hardware for Windows 8.
- Developed manageability tools and servicing libraries for Secure Boot and the TPM.
- Collaborated with partner teams to design and architect process isolation for the Platform Crypto Provider.

School of Human Ecology, Austin, TX

Student Web Developer, Fall 2006 - Spring 2010

- Designed, developed, and maintained school's website.

TECHNICAL PROFICIENCY

Programming Languages

C/C++, C#, Java, Python, JavaScript, ActionScript

Game Engines

Unity3D 4.x/5.x

Game Frameworks

Cocos2d-x, Cocos2d-html5, Flashpunk

Version Control

Git, SVN, Perforce

EDUCATION

The University of Texas at Austin

Bachelor of Science, Computer Science May 2010

GPA

Upper-Division: 3.81

Overall: 3.29

RESEARCH

The University of Texas at Austin

- Researched the benefits of combining an offline machine learning algorithm, NEAT, with online reinforcement techniques.