



JOHN MCLAUGHLIN

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GOAL

To gain a challenging position in game development consistent with my training and skills, in a productive environment supporting the acquisition of new skills & further experience.

PROFILE

John McLaughlin is experienced in working in a deadline-oriented environment. Enjoys the role of the team leader and works well as team player or individual. Finds innovative ways to apply complex and abstract concepts in different fields.

Highly experienced in a large number of programming languages, development environments, frameworks and engines. Deep understanding of game development, especially design theories and structures, graphic, AI and general programming.

Focused on creating and delivering interesting projects, improving teamwork, gaining new experiences and fine-tuning existing skills.

- ▶ **Leadership / teamwork skills:** President of the first and only IGDA student game development club in Germany; Organized and led workshops as intern at Reality Twist GmbH
- ▶ **Introducing new concepts:** created and organized 5 new official university courses; created a new game design concept and high-end atmospheric lighting system at Reality Twist GmbH
- ▶ **Relevant training:** course of studies focused on graphics programming, also including industrial design, psychology, philosophy, education, soft skills and idea engineering
- ▶ **Teaching:** Tutor at the Institute for Simulation and Graphics, Mentor for new students at Unimmentor

EXPERIENCE

GRAPHICS PROGRAMMING INTERN, REALITY TWIST GMBH, MUNICH, GERMANY - 2009 - 2010

- ▶ Development of a realistic atmospheric rendering system and integration into an interactive real-time environment, "RealitySky", at the game development studio Reality Twist.
- ▶ Part of the released project Infocopter as the main terrain and object lighting as well as realistic atmospheric rendering system including hazing
- ▶ developed using C++ / HLSL, integrated into the Vision engine, Trinigy
- ▶ Bachelor-level thesis
- ▶ Creation of Game Design Concept "War Within" for the company game concept submission to the FilmFernsehFond Bavaria

TUTOR, INSTITUTE FOR SIMULATION AND GRAPHICS, MAGDEBURG, GERMANY — 2008-2010

- ▶ Hot Topics in Entertainment Software Development, weekly bachelor / master course, 2008-2009
- ▶ Rapid Prototyping in Game Development, weekly bachelor course, 2008-2009
- ▶ Advanced Game Development, weekly master course / team project, 2010

PRESIDENT, IGDA STUDENT GAME DEVELOPMENT CLUB ACAGAMICS, MAGDEBURG, GERMANY — SPRING 2007 - SUMMER 2009

- ▶ Organized club activities and trained new club board members
- ▶ Planned and organized 5 weekly courses / projects with 10-20 Students each
- ▶ Lead 4 weekly projects, 3 of them official courses since late 2008
- ▶ Programming team member on the Game Development Project “Tankdogs” (XNA, C#), 2008-2009
- ▶ Art team member on the Nintendo DS Homebrew Project “Kung-Jum-Ping”, 2007-2008
- ▶ Programming team member on the Game Development Project “Radical Scorcher” (PhysX, C++) 2007-2008

SYSTEM ADMINISTRATOR, INSTITUTE FOR POLITICS, MAGDEBURG — 2007-2008

- ▶ Network Administration
- ▶ Setup and Repair (Hardware and Software)
- ▶ Software Help (mostly Office Suites, Internet, Mail and general OS problems)

SELF-EMPLOYED WEBDESIGNER, MAGDEBURG — 2006-2008

- ▶ Programming PHP, SQL, Javascript, XHTML
- ▶ Graphic Design using Photoshop, Illustrator and Wacom Tablet

EMERGENCY MEDICAL TECHNICIAN AT ST. JOHN'S AMBULANCE — 2004-2005

- ▶ First aid, CPR, medical emergencies
- ▶ Patient transport

EDUCATION

Otto-von-Guericke University, Magdeburg, Germany, Oct. 2005 - August 2010

- **Engineer for Computational Visualistics**, *Diplom-Ingenieur*, equivalent to M.S. Degree, expected August 2010

Neues Gymnasium, Oldenburg, Germany, 2004

- 13-year school diploma with two majors in Art and English, minors in Geography and Biology

SKILLS

- ▶ Programming Languages: C#, C++, GLSL, HLSL, Java, Actionscript (Flash), PHP, Lisp, Scheme, OpenGL, DirectX, Processing
- ▶ Engines: Ageia PhysX Engine, Vision Engine (Trinigy), Source Engine, Quake3 Engine
- ▶ Development Environments: Visual Studio 2005/2008, Eclipse, Squeak, XNA
- ▶ Hardware: Arduino Microcontroller, Wacom Tablet
- ▶ Software: Photoshop, Illustrator, MS Office, OpenOffice, iWork, Modo, 3DsMax, etc.
- ▶ Operating Systems: Windows 3.1 - 7, Mac OS 9.2 - 10.6 and several Linux Distributions
- ▶ Languages: Bilingual native speaker (German and English), French
- ▶ Greatly experienced and well-tested in Leadership and Organization
- ▶ Strong Game Design Skills

ADDITIONAL INFORMATION

- ▶ Mentor at Unimentor e.V., Magdeburg 2007-2008
- ▶ Member of IGDA since 2007
- ▶ Dual Citizenship: US and German