

SEAN MURPHREE

COMPUTER PROGRAMMER

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OBJECTIVE

To use my skills in computer science in an environment that combines my love for networked video games with my passion for problem solving to solve challenging problems such as those found in the area of computer game programming and design.

FEATURED PROJECTS

- **GenoFight** – Multi-touch side-scrolling pet-based RPG for the Android platform
- **Toytracer** – Basic raytracer implementing phong shading and reflection
- **MyGL** – C++ rewrite of 3D graphics functions from OpenGL including various transformations as well as the underlying matrix math.
- **Othello AI** – Java implementation of a game-tree based time constrained heuristic AI for the board game Othello.

Additional information, screenshots, videos and code samples from these and other projects are available online at www.SeanMurphree.com

EDUCATION

Bachelor of Science in Computer Science

University of California, Irvine, Irvine, CA

Received 06/2012

- Relevant Coursework: Projects in Advanced Computer Graphics, Computer Networks, Computer & Network Security, Computer Game Development, Projects In Databases and Web Applications.

RECOGNITIONS & OTHER EDUCATION

- Named to the Dean's List Fall 2006, Moorpark College
- Named to the Dean's List Fall 2005 and Spring 2006, DeVry University
- Four semesters of CCNA (Cisco Certified Networking Associate) 2003 – 2005, Thousand Oaks High School

SKILLS

Primary Skills

C, C++

Java

SQL

Software Engineering & Design
(Agile, Scrum)

Secondary Skills

Network Engineering & Design
Computer Graphics

Experience

Linux routing, service hosting
and bash scripting

HTTP, SSH, FTP, SMTP, DNS,
Firewalls, Routing

Apache, MySQL, PHP, JSP,
HTML, CSS, AJAX, LUA, Perl

Computer Security, PKI,
Cryptography

Assembly Language

OpenGL, OpenCL

Ray tracing

Spatial subdivision algorithms

Multi-threading

Software

Eclipse IDE

MS Visual Studio

Wireshark

Operating Systems

MS Windows XP, Vista, 7

Linux, Slackware, Ubuntu

References available upon request