

# Adam W. Brown :: Software Engineer

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[www.darkrockstudios.com](http://www.darkrockstudios.com)

## Skill Set

**Java (J2EE), C, C++, C#, PHP, MySQL, XHTML, CSS, JavaScript (AJAX), Linux, Game Engine Design**

**C++:** 6 years (3D Graphics Engine, Networking, Nintendo Wii)

**Java:** 4 years (Degree Focus , Captain PSU Programming Team, MAAP)

**PHP:** 7 years (Database, Templates, AJAX)

## Education

**Plymouth State University** Plymouth, NH 2004 - 2008  
*[Earned] Bachelor of Science*  
*[Major] Computer Science*

**Valley Forge Military College** Wayne, PA 2003 - 2004  
*[Concentration] Pre-Engineering*

## Work experience

- Associate UX Engineer** Developer on the main Monster.com sites. Enterprise level system with millions of users worldwide. Key aspects of work include performance tuning, cross-browser compatibility, and new site functionality.  
*Monster Worldwide*  
*Cambridge, MA*  
*SEP 2009 - present* **{ JavaScript (jQuery, MSAJAX), ASP.NET, C#, HTML, CSS }**
- Lead Engine / Game Programmer** Assisted in the design and implementation of a commercial, 3D game engine for the Nintendo Wii. Ported many libraries to the console architecture as well as designed and implemented key aspects of the game play. The game, [Gravitronix](#), is available on WiiWare.  
*Medaverse Studios LLC*  
*Dover, NH*  
*AUG 2007 - OCT 2009* **{ C++ (STL, BOOST), Bullet Physics Engine, Renderer/Scene Graph Design, Engine Design, Porting Libraries, Game Play, GUI }**
- MAAP Developer** J2EE programmer, developed systems in production use for an enterprise level system. The system, MAAP, is utilized by several different departments of the state government such as the DMV and the State Police.  
*NH State Dept. - DOS*  
*Concord, NH*  
*JUN 2006 - SEP 2006* **{ Java (J2EE), TomCat, Swing }**
- Web Programmer** Built internal management interfaces and public systems now in production use in the University student portal.  
*Plymouth State MIS Dept.*  
*Plymouth, NH*  
*MAY 2007 - SEP 2007*  
*JAN 2006 - MAY 2006* **{ PHP, MySQL, Javascript (jQuery), XHTML, CSS }**

## Related activities

- Captain of the Plymouth State Programming Team from 2005 to 2008
- [darkrockstudios.com](http://darkrockstudios.com): Related Project Development
- [Black Engine](#): Binary Space Partitioning Tree based 3D Engine
- [EZCamera](#): Quaternion based 3D camera aimed at ease of use
- [Network Defense](#): Networked "Tower Defense" style game

## References

**Available upon request**