

# Kent Frauendienst

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## Objective

To obtain an entry-level position as a programmer, scripter or game designer.

## Education

**2008 | Bachelor of Science Degree in Game Design and Development**  
**Brown College, Brooklyn Center, MN**

- Graduated with Distinction (highest honors)

## Experience

**October 2007 - June 2008 | Lead Programmer**

**Evil Virus** was a third-person shooter project spanning 6 months in a group of four people using the Torque Game Engine. Responsibilities included designing the basic artificial intelligence for non-player characters to act, react, and interact with the player and the environment, including detecting the surroundings and the player. In addition, I was also tasked with the non-player characters having basic survival instincts, such as evading the player's attacks and navigating the terrain of the game's levels.

**Project Raijin** was a third-person shooter individual project spanning three months. Responsibilities included all core game and UI design, modeling, texturing, and programming. Programming responsibilities included the basic aggressive enemy artificial intelligence, which includes detection and pursuit of the player character, as well as firing weapons at the player character and judging the player's movement to determine where to aim, actively evading return fire from the player, and the player's ability to dynamically change his movement style between running and hovering.

I worked as a **Teacher's Assistant** during college, where I provided assistance to instructors during in their classrooms, as well as provided myself as a resource to other students.

**April 2009 - Present | Programmer and Scripter**

I am currently employed by **Archon Games** for the project **TechnoWizard**. I am currently responsible for creating and programming artificial intelligence, in addition to general system programming.

## Skills

Proficient in designing, coding, implementing, and controlling many types of objects and programs in TorqueScript and C++. Experience also includes network programming in C++, as well as general proficiency in C#, Visual Basic and Flash/ActionScript, as well as general proficiency in 3D graphics programming in Cg.