

Aaron Joseph Ferfecki

Programmer // Technical Art Generalist

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Summary of Qualifications

Concepts: Tools/Engine Development, Gameplay Programming/Scripting, Rendering, Workflow Optimization

Key Software: Maya, Photoshop, Visual Studio, Xcode, Unity3D, Sublime Text, Wwise

Languages: C, C#, C++, Python, Java, LUA

Frameworks: Qt, XNA, .NET

Shading Languages: Cg, HLSL

Revision Control: Perforce, Git, Mercurial

- Strong technical communication skills.
- Ability to pick up new concepts and learn quickly.

Scripting Languages: MEL, Batch, Bash

APIs: Maya API, FBX, OpenGL, DirectX

OS: Windows, UNIX [Ubuntu, Mac OSX]

Data: JSON, XML, Proprietary Data Formats

- Strong math skills.
- Self motivated.

Relevant Work Experience

Ready At Dawn Studios // Irvine, CA

TECHNICAL ART GENERALIST

April 2013 – Present

- Work on the Tools/Engine team developing tools and assisting with engine features on a proprietary engine.
- Work directly with the Technical and Art Directors to improve tools and workflows throughout the studio.
- Contribute to tools for Scripting, World Building, Design, Cinematics, Materials, Audio, and Localization.
- Write and maintain Lighting and Environment Art tools, scripts, and plugins in Maya and Photoshop.
- Was responsible for tools to profile direct memory usage and get The Order: 1886 in memory on the PS4.

Sourcebits Inc (fineOrange Games) // Rochester, MI

GAME PROGRAMMER

May 2012 - April 2013

- Contributed to writing game logic, shaders, and tools for games targeting iOS, Mac, and PC in Unity3D.
- Developed a workflow (including custom tools) to create optimized, stylized, terrains and worlds.
- Optimized art pipeline for iOS devices.

Education

Purdue University // West Lafayette, IN

B.S. in Computer Graphics Technology // Minor in Computer Science // Focus in 3D Graphics

August 2008 - May 2012

Projects

The Order: 1886

READY AT DAWN STUDIOS // TECHNICAL ART GENERALIST // PLAYSTATION 4

Shipped February 20th, 2015

Third-person, cinematic, story-based, action/adventure shooter set in alternate history London.

Unannounced Dungeon Crawler

SOURCEBITS, INC // GAME PROGRAMMER // IOS, ANDROID

TBA, 2015

Isometric, hack and slash dungeon crawler set in world of *Fabled Fortress*.

Fabled Fortress

SOURCEBITS, INC // GAME PROGRAMMER // IOS, ANDROID, PC

Cancelled

Top-down, real time strategy, city builder set in a world of magic and the supernatural.

RTR Interactive GPU Raytracer

PURDUE UNIVERSITY // GRAPHICS PROGRAMMER // PC

Student Senior Project

Interactive GPU Raytracer written in C++ using Nvidia's OptiX GPU Raytracing SDK.

Additional Experience & Accomplishments

- Received scholarships from the International Game Developers Association to attend SXSW and E3 2012.
- Completed "Creating Maya Plugins," an 8-week CG Society Course (March 2012 - May 2012).
- Acted as Co-President & Technical Director for Purdue's Game Developers United club.