

Josh Faust

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SUMMARY

Tools programmer at Insomniac Games; always interested in interesting opportunities.

EDUCATION

Washington University in St. Louis B.S. in Computer Science Graduated cum-laude, May 2006 GPA in Computer Science: 3.8 / 4.0 Recipient of the Engineering Dean's Scholarship.	St. Louis, MO	<i>Advanced Coursework:</i> Processing Systems and Structures (ASM), Developing Object Oriented Software with Patterns and Frameworks, Operating Systems Organization, Translation of Computer Languages, Introduction to Artificial Intelligence, Computer Graphics, Video Game Programming, Video Game Programming II, Software Project Management, Computational Geometry, Mobile Robotics, Advanced Computer Graphics, Advanced Mobile Robotics, Independent Study in Robotic Simulation
University of Hartford Six Computer Science courses, GPA: 3.87 / 4.0	1998-2002 Hartford, CT	

TECHNICAL SKILLS

LANGUAGES: Proficient in C, C++; Knowledge of Lua, Java, C#, x86 assembly, SQL, XML, HTML
FRAMEWORKS: Nocturnal, wxWidgets, Ogre3D Graphics Engine, PhysX Physics Engine, Torque Game Engine, TNL, OpenGL
APPLICATIONS: Visual Studio .NET (2003/2005), Maya, Perforce, Subversion

EXPERIENCE

Insomniac Games

Tools Programmer
Associate Tools Programmer

Los Angeles, CA
June 2007 – Present
August 2006 – June 2007

TITLES: Resistance: Fall of Man, Ratchet and Clank Future, Resistance 2

LIVE UPDATE

- Developed a PS3 viewer with many real-time update capabilities, including:
 - Tracking what the user is doing in the level editor and showing real-time in-engine preview of what it will look like in-game
 - Placement of physics props – running the physics simulation and syncing any necessary data back to the level editor
- Implemented minimal real-time interaction with the game – placement/transform of dynamic objects, volumes, paths, etc.

DATA BUILDING

- Work on our data builders and builder pipeline, including optimization, dependency checking, and concurrent builds
- Designed and developed a distributed file caching system for distribution of asset built data. Later replaced it with a centralized system

MISC

- Helped design and implement the tools side of our animation selection system
- Was the sole Resistance 2 tools developer while it was in preproduction. Handled the switchover to an entirely new toolset and conversion of all legacy data
- Ported old C# animation event editor to Luna, our new C++ editor framework, and improved it based on gathered feedback

RESISTANCE: FALL OF MAN

- Worked on the tools and engine support for Anark, our in-game menu solution
- Helped design/implement interface screens in the lobby, pause and front-end menus

Microsoft – Bungie Studios

Intern SDET – Software Development Engineer in Test

Redmond, WA
Summer 2005

GAME-TYPE PROTOTYPING

- Used Bungie's existing framework to develop my own multiplayer game-type
- Worked with the Multiplayer Design Lead to prototype 3 multiplayer game-types for Halo 3

WEBSITE DEPLOYMENT TOOL FOR BUNGIE.NET

- Met with future users of tool to analyze current problems and discuss ideas for new features
- Designed and developed website deployment tool using C#, ASP.NET and SQL

Washington University in St. Louis

Teaching

VIDEO GAME PROGRAMMING I/II

- Instructor – Prepared and delivered lectures on the Torque Game Engine and game programming in general

OBJECT-ORIENTED SOFTWARE DEVELOPMENT – TEACHER'S ASSISTANT

Projects

VIDEO GAME PROGRAMMING I/II

- Worked in a team, using the Torque Game Engine to create Unsanity, a full-featured, 3d, networked multiplayer video game

INDEPENDENT STUDY IN ROBOTIC SIMULATION

- Worked with Ogre3D and PhysX to create a physically realistic robotic simulation
- Integrated TNL for multiplayer "play" with the robots

Venan Entertainment

Programmer

Middletown, CT
Summer 2003,2004

Worked for two summers on various projects, including Mage: Year One, Bill Parcels' Football Camp, Super Putt Classic, and an unannounced title.

DESIGN

- Designed game play and technical aspects of Super Putt Classic along with the rest of the team
- Designed and developed a demo for a contract we later received

DEVELOPMENT

- Wrote and optimized an isometric renderer
- Developed and tested various in-game displays, interactions and control schemes

- Took over C++ development of Bill Parcels' Football Camp
- Wrote an isometric map editor in Java for Super Putt Classic

TEAM LEADERSHIP

- Lead development of the J2ME port of Bill Parcels' Football Camp

HigherOne

Intern Programmer

Axiom8

Intern Programmer

New Haven, CT

Summer 2002

Middletown, CT

Summer 2000,2001

ACTIVITIES

- Avid skier, novice cyclist and mountain biker, I love rock climbin but it's been a while
- I enjoy a good video game now and then