

# Eric D Butler

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## Computer Science / Mathematical Sciences

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- Objective** A game programming internship in that utilizes my technical skills in software and game development
- Education** Carnegie Mellon University, Pittsburgh, PA, May 2010  
Bachelor's in Computer Science  
Overall GPA: 4.0
- Experience**
- Programming Internship with Mozilla Corporation**
- Platform Engineer on the Graphics Team during Summer 2008
  - Wrote C++ code for Mozilla platform
  - Implemented features of HTML5 <canvas> element
  - Worked with Cairo, Xlib, and other graphics APIs
- Carnegie Mellon Game Creation Society**
- Member during 2006 – 2008, Director of Development during 2008
  - <http://www.gamecreation.org>
  - Directed and assisted all active projects
  - Administered the web server and maintained the website
  - Programmed, designed, and led 3 projects
  - Worked on 3 other projects as programmer or in other roles.
  - Programmed games in C++, Python, Java with SDL, OpenGL
  - Designed and implemented multiple game engines exploring different data-driven designs.
- Research with Ambient Intelligence Lab, Carnegie Mellon Cylab**
- System Developer during summer 2007
  - Wrote C++ code for OpenGL and Ogre3D
  - Worked on code for projects for NASA, Boeing.
- Skills**
- Languages:** C, C++, Python, Java  
**SDK/API:** OpenGL, Boost, STL, SDL, Cairo
- Coursework**
- Operating System Design and Implementation
  - Computer Graphics
  - Introduction to Computer Systems
  - Principles of Programming
- Activities**
- Writing and experimenting with video game engines
  - Designing and implementing video games