

# employee Joel Kreuzwieser;

Joel.Email = "kreuzwj@uregina.ca";

Joel.Mailing Address = "大阪市阿倍野区桃ヶ池町1-12-21  
桃ヶ池町ハイツ305号  
545-0012";

## Joel.Personal Mission =

"To utilize my current skills to further evolve my abilities while developing and programming new, entertaining, and creative games.";

## Joel.Relevant Experience = new vector<Experience>;

```
push_back( Experience Programmer/Analyst {
    Type = Employment;
    Location = "Omnilogic Systems, Regina, Canada";
    Languages[] = "PHP", "C#", "MySQL", "VB.NET", "MSSQL",
                "XML";
    Date = September 2013 - August 2015;
    Additional Info = "Maintained older sites, maintained server
                    systems and networks, assisted in development");
};

push_back( Experience CrashBang Labs - Hacker Space {
    Type = Volunteer;
    Location = "Regina, Canada";
    Date = September 2012 - October 2013;
    Position = "Secretary on Founding Committee"; });

push_back( Experience Bachelors of Computer Science {
    Type = Education;
    Location = "University of Regina, Regina, Canada";
    Date = January 2009 - December 2013;
    Additional Info = "Additionally took many Chinese courses"; });

push_back( Experience Platformer Game {
    Type = Hobby Project;
    Date = 2015;
    Toolset = "C++, OpenGL";
    Info = "A platformer game like Mario."; });

push_back( Experience Oven3D Game Engine {
    Type = Hobby Project;
    Date = 2013 - Present;
    Languages[] = "C++11", "GLSL", "UML", "XML";
    Position = "Team Leader, Designer, and Lead Programmer";
    Info = "A multi-threaded 3d game engine which we plan to
            use for many future projects for PC with a focus on
            graphical capabilities that I have learned from my
            Education."; });

push_back( Experience Software Ray Tracer {
    Type = School Project;
    Date = 2012;
    Languages[] = "C++";
    Info = "Designed and programmed 3D ray tracer with
            sphere, triangle and quad primitives giving lighting,
            reflection and shadowing for an advanced graphics
            class."; });

push_back( Experience Civilization V Mod {
    Type = Hobby Project;
    Date = 2012 - 2013;
    Languages[] = "Lua", "XML", "SQL";
    Info = "Attempting to bring up one of my previous mods for
            Civilization II to the updated Civilization V game."; });

push_back( Experience Programmer/Lead Programmer on Projects {
    Type = Employment;
    Location = "OmniOnline Systems, Regina, Canada";
    Languages[] = "PHP", "MySQL", "XML";
    Date = April 2014 - August 2015;
    Additional Info = "Maintained older sites, maintained server
                    systems and networks, created new developments
                    using WordPress as a CMS, developed custom
                    WordPress plugins, performed security and anti-viral
                    duties on over 150 websites");
};

push_back( Experience Student Exchange Program {
    Type = Education;
    Location = "China Ji Liang University, Hangzhou, China";
    Date = May 2012;
    Info = "Cultural Exchange for the purpose of further
            developing my Chinese speaking ability."; });

push_back( Experience Puzzle Game {
    Type = Hobby Project;
    Date = 2015 - Present;
    Toolset = "C++, OpenGL";
    Info = "A puzzle game where you group items to remove
            them from the board."; });

push_back( Experience Blackjack {
    Type = School Project Grade 12;
    Date = 2004;
    Languages[] = "Visual Basic";
    Info = "Play blackjack against the dealer who will follow a
            set of rules."; });

push_back( Experience Teacher Assistant {
    Type = Employment;
    Location = "University of Regina, Regina, Canada";
    Date = September 2012 - December 2012;
    Info = "For Class CS 207 - Building Interactive Gadgets";
    Additional Info = "Marked assignments, tests and projects,
                    provided assistance to students, as well as guest
                    lectured."; });

push_back( Experience Kart Battle Pro {
    Type = School Project + Hobby Project;
    Date = 2013 + 2013 - Present;
    Languages [] = "C++", "GLSL", "UML", "SQL";
    Position = "Team Leader, Designer, and Lead Programmer";
    Info = "Designed and programmed a prototype kart battle
            game similar to that found in Mario Kart 64 with online
            multiplayer play and customization added in.
            Currently working on with a subset of the group to
            further develop."; });
```

```
Joel.Skills[] = {
    Programming[] = {"C++", "C#", "PHP", "HTML", "CSS", "GLSL", "OpenCL", "Javascript", "Ruby on Rails", "Prolog",
                    "Lua", "XML", "SQL", "ARM Assembly"},
    Attributes[] = {"Proficiency with OpenGL", "Familiarity with Window and Linux programming", "Familiarity with git",
                    "Familiarity with UML", "Familiarity with chip design and microcontroller programming"};
};
```