

# CURRICULUM VITAE: Rhett-Vaughn Lezama

## Personal Details

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**DOB:** 16/01/1988

## Personal Profile

I am a 2010 graduate of The University of Hull, England, graduating with a 1<sup>st</sup> Class Hons MEng (Masters of Engineering) degree in Computer Science with Games Development. During my time at university I gained much knowledge in the design, creation and workflow of software and the games industry as a whole, with my degree focused around C++ and graphics programming. I have been playing video games all my life from my SNES to my PS3/Xbox360, and I am always looking to improve myself, be it programming games or playing them. I also enjoy 3D modelling in my spare time although this is an entirely self taught skill.

I have always been very interested in computing with my earliest passion being flash and web design. I have continued this while developing strong programming skills through University. From June 2009 I also built/maintain a website containing my digital portfolio: [www.thinkpadportfolio.com](http://www.thinkpadportfolio.com)

I hope to find a position as a programmer at a company as passionate about gaming and software development as I am. I am constantly building new programming skills and improving on older ones both in and outside of my degree.

## Skills Summary

### Specialist Knowledge

**Programming knowledge:** (C#, Objective-C, C++, XNA, OpenGL, GLSL, HLSL, HTML)

**3D Modeling:** using Maya

**2D Design/After Effects:** using Adobe Photoshop

**Japanese:** Passport Level 2 Qualification from Hull University

### Skills and Abilities

GCSE / A Level / Degree qualifications

Agile Development Training

Full UK driver's license

Team working (through organised basketball, extracurricular training courses and various other organised sports)

### Software Skills

Microsoft Visual Studios, xCode, Perforce, Jira, Adobe Dreamweaver, Adobe Flash, Adobe Photoshop, Autodesk Maya, AMD Render Monkey, gDEBugger

## About Me

I am an active person, doing many sports in my spare time including Jujitsu, Trampolining, Basketball and Snowboarding. This has allowed me to develop strong team skills in an active environment. Concurrent to my degree I also studied Japanese as an external passport module outside of my main degree program as I have always been fascinated with both the Japanese language and culture. Doing this as well as holding down a term time job definitely helped me become more proficient with time management and organization.

I also love gaming and play games across all genres from RPG's to sports/driving games across all consoles. I have loved video games since I can remember and even still have my original SNES with Super Mario All Stars and The Legend of Zelda: A Link to the Past.

## Education

### University Education

2006 – 2010 (4 Year MEng Degree)

#### Hull University

1<sup>st</sup> Class Hons MEng Computer Science with Games Development

### Key Degree Course Module Breakdown

#### Year 1

##### Programming 2: 71

This is a programming module building programming skills for better games/software development. This was an early programming module and really an introduction to programming but it gave me fundamental skills that I still address when programming.

#### Year 2

##### Advanced Programming: 65

Advanced programming is an intensive module on programming. Much like my Simulation and 3D Graphics module (below) this required me to create a coursework piece to demonstrate a realistic simulation. This module however concentrated more on the pure programming side of this relying even more heavily on Physics development for the program. This required me to create a mock up of the popular game Gibraltar. In this a cannon sits on a hill and attempts to sink all the ships floating towards it. For this I had to produce movement for the cannon, cannon ball and ships and apply physics including gravity, wind and the movement of the ocean for the ship as well as calculating cannon ball trajectory and power. I found this to be a lot of fun to do and the programming skills and techniques learned from this are invaluable.

##### Simulation and 3D Graphics: 71

This module required me to create an advance graphics simulation of an air hockey table. This was done in OpenGL and required me to do not only all graphics implementation and lighting effects but also implement physics for the simulation items including collision detection, reactions, friction, elasticity etc.

#### Year 3

##### Project: 74 (x2)

For my final year project I used the Nintendo Wii remote to create a dynamic avoidance game much like Super Stardust HD/Geometry Wars. This gave me valuable experience learning about and working with the WiiMote technology. Using an external WiiMote library I was able to product not only a 1<sup>st</sup> class project but a fun and intuitive game.

##### Commercial Games Development Process: 70

This module required us to work as a group to create an 'edutainment' game. Each group member was required to come up with an idea and then the group would decide which idea to turn into an XNA game. My idea was a dynamic 'pair match' game. I pitched this idea to the group and from all the ideas given mine was chosen as our project. For this I was lead programmer creating the actual game base for the game. Done in C# using the XNA framework the game is both simple and easy to understand with the project receiving a 1<sup>st</sup> class mark.

### External Qualification(s)

Japanese Level 1: Common European Framework Level: A2

Japanese Level 2: Common European Framework Level: A2+

### Further Education

2004 – 2006

#### Allerton Grange 6Form, Leeds

3 A2-ALevels & 2 AS-ALevel

### High School

1999 – 2004

#### Allerton Grange High School, Leeds

10 GCSEs; English Language, English Literature, Maths, Statistics, Science (Dual Award), Geography, Business Studies, French, Design & Technology

## Career History

**March 2011 – Present**

### **Developer Support Engineer – Ideaworks3D, London**

After graduating I started work at Ideaworks3D, working with the SDK team to develop the cross platform mobile games engine known as the Airplay SDK (rebranded Marmalade), and my role has given me excellent experience in commercial development. I have worked directly on the SDK adding to a product that is used en masse by the public today as well as working directly with high profile clients (such as Flurry and Gree (OpenFeint)) to port their codebases over to the cross platform C++ engine for use on multiple platforms and devices.

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**August 2007 – May 2010 [Left due to graduation]**

### **Bar Staff – Lounge Bar, Hull**

Lounge is a bar on Hull's Princes Avenue. Here I worked as a member of the bar staff team dealing with a rush of customers and interacting with staff and customers alike.

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**14<sup>th</sup> Jan 2006 – 5<sup>th</sup> March 2006 [Left due to annual closure]**

### **Ice Marshal – Ice Cube Temporary Ice Skating Rink, Leeds**

Ice Cube is a temporary ice rink in Leeds Millennium Square. Here I was charged with helping customers in and around the ice rink including some teaching.

References Available on request

## Project Portfolio

**We-War-Wii-War:** Nintendo WiiMote controlled dynamic avoidance game

**Language:** C++

For my 3<sup>rd</sup> year dissertation project I created a game using the Nintendo Wii Remote. The game itself is based in the dynamic avoidance genre mirroring elements of games such as Asteroids, Geometry Wars and Super StarDust HD. Using an external library to manipulate the WiiMote I developed the game in C++ using OpenGL, creating all graphics, movement, collisions and physics. It was received well by all and as such was graded as a 1<sup>st</sup> class project.

**AOGI?!:** Masters Degree Commercial Project

**Language:** Objective C / C++

As a Masters degree student of the University of Hull I have been able to work in the commercial development environment of SEED. With this each Masters student is given a list of commercial projects to apply for. I successfully applied for a project to develop casual iPhone games, 'AOGI?!' is the game created from this project. Currently available in the app store, AOGI?! was issued a full release in February 2010. As project manager for the project I was responsible for its smooth development. I also developed the User Interface for the game. After the project's completion I worked on updates for the project and advertising integration. My time at SEED allowed me to develop not only my Objective-C skills but also my C++ skills. Working on a mobile platform brings with itself a need for efficient coding and memory management, a skill that is in fact fully transferable and vital to all software development. Featured on BBC Look North (18/03/2010), the game has been downloaded globally and is currently available via iTunes.

Available from the iTunes App Store

Unfortunately there is not enough space to put all the projects I have worked on; however I do maintain a digital portfolio of my work online at my website [www.thinkpadportfolio.com](http://www.thinkpadportfolio.com). Please free to visit as it has a bio, portfolio and full contact details listed within.