



JOHN MCLAUGHLIN

Goethestr. 42
Magdeburg, 39108
Germany

T +49 178 676 10 25
ICQ 76660150
john.mclaughlin@yojimbo.de

<http://www.yojimbo.de>

GOAL

To gain a challenging position in game development consistent with my training and skills, in a productive environment supporting the acquisition of new skills & further experience.

PROFILE

John McLaughlin is experienced in working in a deadline-oriented environment. Enjoys the role of the team leader and works well as team player or individual. Finds innovative ways to apply complex and abstract concepts in different fields.

Highly experienced in a large number of programming languages, development environments, frameworks and engines. Deep understanding of game development, especially design theories and structures, graphic, AI and general programming.

Focused on creating and delivering interesting projects, improving teamwork, gaining new experiences and fine-tuning existing skills.

- ▶ **Leadership / teamwork skills:** President of the first and only IGDA student game development club in Germany.
- ▶ **Introducing new concepts:** created and organized 4 new official university courses
- ▶ **Relevant training:** course of studies focused on graphics programming, also including industrial design, psychology, philosophy, education, soft skills and idea engineering
- ▶ **Teaching / passing on knowledge:** Tutor at the Institute for Simulation and Graphics, Mentor for new students at Unimenter

EXPERIENCE

TUTOR, INSTITUTE FOR SIMULATION AND GRAPHICS, MAGDEBURG, GERMANY — 2008-2009

- ▶ Hot Topics in Entertainment Software Development, weekly course, 2008-2009
- ▶ Rapid Prototyping in Game Development, weekly course, 2008-2009

PRESIDENT, IGDA STUDENT GAME DEVELOPMENT CLUB ACAGAMICS, MAGDEBURG, GERMANY — SINCE SPRING 2007

- ▶ Planned and organized 4 weekly courses / projects with 10-20 Students each
- ▶ Lead 3 weekly projects, 2 of them official courses since late 2008
- ▶ Programming team member on the Game Development Project "Tankdogs" (XNA, C#), 2008-2009
- ▶ Art team member on the Nintendo DS Homebrew Project "Kung-Jum-Ping", 2007-2008
- ▶ Programming team member on the Game Development Project "Radical Scorcher" (PhysX, C++) 2007-2008

President of the Acagamics club is an unpaid, voluntary position.

I have rebuilt the club from 3 Members and no regular workshops/seminars to 3 regular game development projects and 2 Seminars with about 10-20 students each.

Through these activities, I have gained much experience in teamwork, organization of large groups and projects, game design and leadership.

Main Accomplishments were the first working prototype developed by the club and being able to turn 4 of our projects into official university courses with the help of Prof. Theisel at the Institute for Simulation and Graphics.

SYSTEM ADMINISTRATOR, INSTITUTE FOR POLITICS, MAGDEBURG — 2007-2008

- ▶ Network Administration
- ▶ Setup and Repair (Hardware and Software)
- ▶ Software Help (mostly Office Suites, Internet, Mail and general OS problems)

SELF-EMPLOYED WEBDESIGNER, MAGDEBURG — 2006-2008

- ▶ Programming PHP, SQL, Javascript, XHTML
- ▶ Graphic Design using Photoshop, Illustrator and Wacom Tablet

EMERGENCY MEDICAL TECHNICIAN AT ST. JOHN'S AMBULANCE — 2004-2005

- ▶ First aid, CPR, medical emergencies
- ▶ Patient transport

EDUCATION

Otto-von-Guericke University, Magdeburg, Germany, Oct. 2005 - August 2010

— **Engineer for Computational Visualistics**, *Diplom*, equivalent to M.S. Degree, expected August 2010

Neues Gymnasium, Oldenburg, Germany

— 13-year school diploma with two majors in Art and English, minors in Geography and Biology, 2004

SOME RELEVANT UNIVERSITY COURSEWORK:

- ▶ Mesh Processing, Prof. Theisel
- ▶ Computer Aided Geometric Design, Prof. Theisel
- ▶ Non-Photo-realistic Rendering, Prof. Schlechtweg
- ▶ Interactive Drama, Prof. Hartmann
- ▶ Idea Engineering, Prof. Horton
- ▶ Serious game project using Squeak / Small Talk, Prof. Masuch
- ▶ Spielkultur - Analyzing subculture of different Online-games
- ▶ Industrial design, Prof. Gatzky, Prof. Zwick (University of applied sciences Magdeburg-Stendal)
- ▶ Basic psychology, philosophy, education

SKILLS

- ▶ Programming Languages: C#, C++, Java, Actionscript (Flash), PHP, Lisp, Scheme, OpenGL, DirectX, Processing
- ▶ Engines: Ageia PhysX Engine, Vision Engine (Trinigy), Source Engine, Quake3 Engine
- ▶ Development Environments: Visual Studio 2005/2008, Eclipse, Squeak, XNA
- ▶ Hardware: Arduino Microcontroller, Wacom Tablet
- ▶ Software: Photoshop, Illustrator, MS Office, OpenOffice, iWork, 3DsMax, etc.
- ▶ Operating Systems: Windows 3.1 - Vista, Mac OS 9.2 - 10.5 and several Linux Distributions
- ▶ Languages: Bilingual native speaker (German and English), French

ADDITIONAL INFORMATION

- ▶ Mentor at Unimentor e.V., Magdeburg 2007-2008
- ▶ Member of IGDA since 2007
- ▶ Dual Citizenship: US and German