

# Jeremy Evers

604-418-6986

#308 – 2220 West 2nd Ave, Vancouver, BC, V6K 1H9

[jeremy.evers@gmail.com](mailto:jeremy.evers@gmail.com)

<http://jeremyevers.com/portfolio>

## Work History

### 2006-2008, Backbone Entertainment

#### Senior Engineer

- In addition to programming, I ran a programming book club for engineers to discuss best practises.

#### ***Monster Lab*** (Nintendo DS, Wii, PS2) ~ Programmer

- Monster Lab is a Pokemon-style RPG where players collect ingredients to create monster parts and assemble them into monsters that battle.
- I was responsible for DS 3D, combat, multi-player and created several mini-games.
- I also created automated tests for checking complex asset combinations for errors.
- I fixed many low-level problems in the DS engine, including rendering, sync, touchscreen, IRQ and network issues.
- I wrote a best-fit, mutli-heap memory manager that solved all memory fragmentation issues.
- Technical Environment: C++, Microsoft Visual Studio, Code Warrior, IS-Nitro debugger, Visual Assist, Pro-Motion, XNView, Cygwin, Perforce, Test Track Pro, Bugzilla, custom tools

### 2005-2006, Netsweeper

#### Senior Developer

- My main responsibility at Netsweeper was to design, create, and maintain the filtering client for Windows platforms, including Windows CE.
- I also worked in PHP on the administration interface, and on the Linux policy server.

#### ***Netsweeper Client Filter*** (Windows XP, 2000, 98, CE) ~ Lead Programmer

- The Netsweeper Client filter can be installed on a Windows computer to Filter out unwanted web pages based on category, as well as instant messengers, peer to peer applications, email, newsgroups, streaming media, etc.
- I created a low-latency LSP that analyzes network traffic to determine protocol and contents, and block them if necessary.
- Experimented with an NDIS solution, but determined that localhost proxies (for example web accelerators like Slipstream and Propel) could not be filtered in that manner.

- Tasks included: looking at packet data find ways to identify protocols, transparently analyzing and filtering traffic to ensure compatibility, designing and implementing the policy server request protocol, persisting user sessions, identifying roaming users on NT domains, writing scripts to generate brands automatically.
- Technical Environment: C++, Microsoft Visual Studio, Platform Builder, Vmware, Linux, Ethereal, Glowcode, PHP, NSIS, SOAP, CVS, Bugzilla

## **2003-2005, Freelance Contractor**

### Programmer, Contractor

#### ***Count It!*** (Flash) ~ Programmer

- Count It is an educational game to reinforce basic principles in stockroom inventory management.
- I implemented and tuned an A\* pathfinding algorithm to control the forklifts that manipulate the environment.
- Technical Environment: Actionscript, Flash MX, Paint Shop Pro, Wavelab, custom tools

#### ***Cinefile Video Roundupper*** (PC) ~ Programmer

- Roundupper parses a binary database and prepares data in an SQL database for the web. It also handles some backup tasks.
- I reverse engineered the binary database format, and created a Windows GUI application to process data.
- Technical Environment: C++, Microsoft Visual Studio, Hex Workshop, custom tools

## **2000-2003, Cavebarn Studios**

### Lead Programmer

- My main responsibility at Cavebarn as Lead Programmer was to design and build game engines and tools, and motivate and mentor my team.

#### ***Battlebots*** (Gameboy Advance) ~ Debugging, Multi-player Support

- Battlebots is a game based on a television show where robots battle in an arena.
- I came in at the end of the project to solve network communication problems and debug Russian code.
- Technical Environment: C, GCC

#### ***Urban Yeti*** (Gameboy Advance) ~ Lead Programmer & Engine Designer

- Urban Yeti is a hilarious adventure game. The player controls a Yeti who must win the heart of a female Yeti by traveling around the city and completing several amusing scenarios.
- My duties as Lead Programmer were to design and program the core, graphics management system, sound effect, text display, parallax scrolling, mapping, collision detection and base AI engines.

- I assisted in designing tools that were needed to prepare collision and mapping data for the game.
- I also implemented and debugged scenario modules that were developed by a team in Poland.
- Technical Environment: C, C++, GCC, Microsoft Visual Studio, Paint Shop Pro, Pro Motion, Code Coop, custom tools

***Tom and Jerry: The Magic Ring*** (Gameboy Advance) ~ Lead Programmer & Engine Designer

- Tom and Jerry: The Magic Ring is a side-scrolling brawler based on the movie of the same name.
- My duties as Lead Programmer were to design and program the core, graphics management system, cut scene, sound effect, scrolling, palette manipulation, collision detection and base AI engines.
- I developed Windows tools for graphic conversion and lossless data compression that were used on subsequent projects.
- The hybrid lz77/rle compression scheme I devised provided extremely fast decompression and was ideal for decompressing sprites on the fly.
- Technical Environment: C, C++, GCC, Microsoft Visual Studio, Paint Shop Pro, Code Coop, custom tools

## **1996-2000, RUNANDGUN! Inc.**

### Lead Programmer

- My main responsibility at RUNANDGUN as Lead Programmer was to design and build game engines, audio engines and tools.

***Animorphs*** (Gameboy Color) ~ Programmer for Text and Audio Systems

- Animorphs is an RPG based on the series of books and television show of the same name.
- I created the text and audio engines in z80 assembler.
- Technical Environment: z80, ISAS Assembler, no\$ debugger, gb debugger, custom tools

***Fatass Music Production System*** (Gameboy Color) ~ Lead Programmer & Designer

- Fatass is built around the audio sequencing engine I developed for Wicked Surfing. It was used in several GBC titles.
- It is an extremely powerful and efficient audio suite for the Gameboy and Gameboy Color.
- Technical Environment: z80, ISAS Assembler, no\$ debugger, gb debugger, Paint Shop Pro, custom tools

***Wild Ride*** (PC) ~ Lead Programmer & Engine Designer

- Wild Ride is a 3d surfing game. It was published by Interplay.
- I was responsible for all of the programming, engine design, and testing video card configurations.
- Technical Environment: C++, Microsoft Visual Studio, MFC, DirectX, Paint Shop Pro, 3dStudio, Sound Forge