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# NNANNA KAMA

**Career Objective** To earn repute as an invaluable part of any workforce

**Languages** C/C++, Java, HLSL, Maxscript

**APIs** DirectX 9.0c (with shaders) & DirectX 10  
NVIDIA PhysX©  
Havok© Physics  
FMOD  
Ogre3D engine

**Platforms** PC, Playstation 2/ Linux

**Skills**

- . Analytic and Creative
- . Keen team player
- . Flexible and quick at grasping new technologies
- . Excellent communicator

## EDUCATION

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**2008 – Date** **Msc. Computer Games Technology [in view]**  
University of Abertay Dundee, Scotland

**Modules**

Masters Proposal	A
The Games Marketplace	A
Artificial Intelligence for Games	B
Programming Games (with DirectX)	B
Playstation 2 Console Game Development	B
Game Programming for the PC and Xbox	B
Game Design and Development [group-based]	B
Mathematics for Computer Games	D

**Dissertation:** Realtime Simulation of Fracture for Brittle Objects using Cubical Finite Elements

**2001 – 2006** **B. Tech. Mathematics/Computer Science**  
Federal University of Technology, Minna, Niger State, Nigeria

**Final Year Project:** 3D Animation using Math Functions (in MaxScript/3dsMax)  
2<sup>nd</sup> Class Honours

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## PROFESSIONAL EXPERIENCE

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**Jun. '09 – Aug. '09**

**Dare to be Digital 2009 [Programmer, Team: Pixel Pirates]**

- . Implementation of Character controller and Physics for *Colour Coded*
- . Implementation of event-driven particle and sound effects for same

**Jun. '07 – Mar. '08**

**GTBank Plc, Yobe, Nigeria [Customer Information Services, Assistant]**

- . Customer Information Database Management
- . Updating and Uploading of Customer Mandates

**Achievements**

- . BAFTA 2010 'Ones to Watch' Nominee for work on *Colour Coded*
- . Programmer in *Dare to be Digital 2009* winning team, *Pixel Pirates*

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## PERSONAL

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**Profile**

I am a Masters graduate with an astute mind and a broad spectrum of interests. I possess a keen passion for games development and creative arts. My core skills lie in computing and mathematics.

I am particularly inclined towards the areas of real-time rendering, character animation, and physically-based simulation for games. I have, nonetheless, considerable familiarity with other aspects of games development such as; A.I, and audio programming. Being a part of various team-based projects has also aided me in gaining a substantial wealth of experience in collaborative workflow and teamwork ethics.

I seek to work as an entry level programmer in an environment that challenges the mind – thus promoting the development of both collective and individual dexterity.

**Date of Birth**

August 1<sup>st</sup>, 1984

**Nationality**

Nigerian

**Interests**

Procedural Animation, Computer Generated Imagery, Music, Creative Writing, Graphic Design

**Marital Status**

Single

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## REFERENCES

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Available on demand