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Megan Lenore Fox

<http://www.shalinor.com>

Education:

Bachelor's degree in Mathematics (focus in applied software/algorithm design)

Positions Held:

Graphics Programmer, NetDevil

8/2009 – present

Graphics programmer on the “Core” team for LEGO Universe working on most every part of the client, including the rendering pipeline itself, shaders, system-wide performance, general support on new tech requests from other teams, etc. My duties quickly grew beyond what one usually thinks of a graphics programmer doing as I took on new responsibilities – most notably, I helmed the initial effort and later acted as the focus for min-spec performance, and became a focus for “test and react” polish passes and general severity 1 bug fixing.

Developer, Idyllon LLC

3/2006 – 8/2009

Developer on the Idyllon project prototype, which demonstrated the primary features and technologies of Idyllon. Was responsible for constructing the engine from the ground up, including associated toolsets and all look-and-feel systems. Was also responsible for the deferred shading rendering engine (with forward-shaded fallback) and a number of NDA-protected cutting-edge technologies of our own design related to real-time growth. Most of the engine was also used in Wild Vines, a casual title we shipped, on which I also acted as the sole developer.

Technical Support Engineer, Rogue Wave Software

12/2000 – 3/2002

Support and development related to the DBTools / SourcePro DB database library and API-specific (Oracle, Oracle8, Sybase CT, etc) access libraries, as well as the Objective suite. Work involved everything from bug-hunting to to-design coding.

Shipped Titles: (further details and personal projects at <http://www.shalinor.com/projects.html>)

LEGO Universe (NetDevil): A creative-play MMO aimed at all ages

Wild Vines (Idyllon LLC): A casual physically-active matching game.

Idyllon (Idyllon LLC): MMO product prototype written from ground up.

Published Research: (details at <http://www.shalinor.com/research.html>)

Ambient Occlusive Crease Shading: Game Developer Magazine, March 2008

Language Experience:

C/C++, C#, ActionScript 2.0/3.0, Lua / Python / TCL, x86 ASM, JavaScript/HTML, SQL (under Oracle 7/8.x, Sybase CT, MS-SQL, Informix, DB2 CLI, and ODBC), and dabbling in various others.