

Rolf Hendriks
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RESUME

SUMMARY

- **Clients + Employers:** Sylvan, Disney, PointAbout, Sony, Naughty Dog, iWin, Genuine Games
- **Languages:** Objective C, C++, C#, C, HTML, CSS, Javascript, SQL, XML, PHP
- **APIs:** UIKit, Core Graphics, Core Animation, Core Data, sqlite, MediaPlayer(iOS), OpenGL, OpenAL, .NET Framework, DirectX, SDL
- **Software:** XCode, Interface Builder, Illustrator, Photoshop, Dreamweaver, Subversion, Visual Studio .NET
- **Knowledge:** game development, user interface design, graphics and animation, web 2.0 development, artificial intelligence, cognitive psychology

EMPLOYMENT HISTORY

Sylvan Learning

September 2010 - Present

iPad Designer and Developer

SylvanSync (iPad)

- Designed, developed, and architected SylvanSync, an iPad app that replaces paper based student-teacher instruction with iPad-based instruction
- Proactively visited centers to interview center teachers and center administrators prior to development to thoroughly understand the environment for which the app should be designed
- Designed the layout, flow, and graphic style of each app module and produced a sizable portion of required graphic assets
- Designed, implemented, and documented a RESTful JSON based web service architecture for the iPad to exchange data with with .NET based center servers
- Created a simulated data server on the iPad to enable testing unusual cases as well as to minimize dependency on backend development progress
- Explored the depths of the Core Graphics framework by building handwriting functionality on top of web based lesson content
- Developed a complex curve fitting algorithm which creates smooth, natural looking handwriting by converting a large series of points into small series of Bezier curves
- Innovated a unique gesture based grading mechanism by which answers are embedded into lessons yet only teachers can access grading and answers
- Created and maintained an online project knowledge base while authoring 196 pages of technical documentation on key technical and design challenges and solutions

PointAbout, Inc.

April 2010 - July 2010

Mobile Software Engineer

Disney Kiosk (iPad)

- Created animations and application logic for an iPad kiosk app used in Disney stores
- Created a fast multithreaded algorithm to import and update over 500MB of product data from an XML data feed into a Core Data repository
- Used Core Graphics, Core Animation, and Cocos2d to create animated 3D user interfaces
- Designed and implemented an animation framework which allows developers to easily create features using UIKit as well as Cocos2d
- Built 25 custom user controls, transitions, special effects, animations, and animation curves

iPhone Developer

July 2009 - Present

ZipTunes (iPhone), Party Game Timer (iPhone)

- Designed, developed, and published ZipTunes, an alternative to the iPod mp3 player software
- Conducted extensive performance tests for optimizing sqlite data access and large table views
- Developed a library of reusable custom user interface controls and custom animations

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Sony Computer Entertainment

June 2007 - September 2007

Gameplay Programmer

Uncharted: Drake's Fortune (PS3)

- Created cutting edge water splash effects based on the impact generated by individual body parts
- Programmed a complex collision detection routine for explosions to deal damage in a way that improves gameplay
- Gained understanding of PS3's unique cell processor architecture

DAM Consultants

November 2006 - April 2007

Game Developer

Battleship: Fleet Command (PC)

- Developed games for iWin, Inc., a leading casual game company
- Invented a custom algorithm that cuts images into realistic looking jigsaw puzzle pieces
- Programmed artificial intelligence for Battleship: Fleet Command, a tactical board game
- Created and used test beds to ensure focused and efficient engineering testing
- Implemented a centralized logging and error handling mechanism that facilitates tracking errors
- Fixed bugs and created new features for various parts of the in-house game engine
- Authored detailed technical design documents and user documentation

MICROS Systems, Inc.

June 2005 - September 2006

Software Engineer

- Implemented features for various enterprise applications in a large point of sale software suite
- Enhanced a credit card data encryption algorithm to satisfy the latest Verisign security standards
- Explored Visual Studio compiler internals in order to manage complex dependencies
- Programmed software to run an automated big systems test simulating thousands of workstations running various transactions in a real-world configuration
- Used, debugged, and implemented features for various ASP.Net web services
- Pioneered an error message database that allows users to look up solutions to common error messages
- Authored detailed technical design documents and user documentation

Huntington Learning Center

February 2005 - April 2005

Math Tutor

- Taught Algebra, Geometry, and Arithmetic to high school students in preparation for the SAT

Genuine Games, Inc.

September 2004 - December 2004

Scripter

50-Cent: Bulletproof (Xbox, PS2)

- Designed character behavior for various non playable characters
- Designed a fuzzy logic system used for making random decisions
- Created and tested prototype modules for precomputed A* pathfinding and general character behavior

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EDUCATION

Full Sail Real World Education, Winter Park, FL
Associate of Science in **Game Design and Development**

June 2004

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Science in **Discrete Math and Logic**
Minor in **Computer Science**

May 2003

ADDITIONAL EXPERIENCE

- Created an online shopping cart using ASP.Net
- Created www.ziptunesapp.com, www.wizewerdz.com and www.rolfhendriks.net
- Built a custom 3D game engine from scratch as part of a 3 person student project team

OTHER QUALIFICATIONS

- Zend Certified PHP 5 Engineer
- Excellent public speaking skills
- Lifelong learner with interest in Technology, Business, Psychology, and Neuroscience
- Bilingual (English and German), intermediate French
- Willing to travel



See <http://www.rolfhendriks.net> for online resume, demos, and more

See [LSF app](#) on iTunes for a demo version of SylvanSync