

David J. Sushil
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Education

<u>Master of Science, Modeling and Simulation</u> University of Central Florida	May 2007 Orlando, Florida
<u>Bachelor of Science, Psychology</u> University of Central Florida	May 2003 Orlando, Florida
<u>Certificate of Computer Science</u> University of Illinois	Expected, 2010 Online

Work Experience

<u>Instructor, Game and Simulation Programming</u> DeVry University, Orlando	July 2006 – Present Orlando, Florida
Instructor of Intro to Game and Simulation Development, Practical Game Design, Visual and Audio Design Fundamentals, Simulation Design, Modification and Level Design, Applied Development Project, Multimedia Programming, Programming for MMOG, and Senior Project. Faculty Advisor to the Orlando Game Developers student club.	
<u>Graduate Research Assistant</u> Institute for Simulation & Training	June 2004 – July 2006 Orlando, Florida
Prepared, conducted, and analyzed experiments and studies investigating minimal anthropomorphic features of non-human agents. Developed software to facilitate research. Funded by the Collaboration for Advanced Research on Agents and Teams (CARAT) initiative.	

Game Development Experience

<u>Snail Shot Torpedo</u> Bad Pilcrow LLC	Expected, Early 2010 Orlando, FL
Designed and programmed <i>Snail Shot Torpedo</i> , a casual defense game with sixteen levels, four boss battles, cut scenes, and narration. Managed a team of four additional developers (two artists, one additional programmer, and a voice actor). SST has been submitted for consideration in Microsoft's Dream Build Play contest. For more information, visit www.badpilcrow.com .	
<u>Canada Hunt</u> PSR Outdoors	In Development Smithfield, Virginia
Currently acting as Technical Consultant with regards to the Torque Game Engine on PSR Outdoor's next hunting title. For company information, visit www.psroutdoors.com .	
<u>John Brummel University's Blunderbuss Olympics Vol. 1</u> Personal Project	Released September, 2008 Orlando, FL
Won 3 rd place in a Microsoft Silverlight sports-themed development competition hosted by TeamZoneSports. <i>Blunderbuss Olympics</i> is available to play online at www.davidjsushil.com .	
<u>Orbles</u> Nickelpig Media LLC	Released February 2005 Orlando, Florida
Designed, programmed, tested, and released <i>Orbles</i> , an extensive puzzle game featuring four modes of play, professional artwork and sound, and a twenty-one song soundtrack from local musicians. Incorporated Nickelpig Media LLC as a vehicle for releasing the game online. The full version of <i>Orbles</i> is available from www.davidjsushil.com .	

Technical Skills

- Programming Languages – C++, C#, PHP/MySQL, and Visual Basic.
- Game Development Applications – Visual Studio .NET, Torque Game Engine, Microsoft XNA Game Studio, Microsoft Silverlight, 3D Studio Max, Adobe Photoshop.
- Usability Engineering – Conducted evaluations for Sony Online Entertainment's *Star Wars Galaxies* MMOG, and IBM's DeveloperWorks website, under the direction of Dr. Kay Stanney.

Awards and Recognitions

- DeVry University's PRIDE Award, 2008
- DeVry University's Ron Taylor Award, 2008
- 3rd Place, TeamZoneSports Silverlight game development contest, for *John Brummel University's Blunderbuss Olympics, Vol. 1*

Publications

- Sushil, David. "Three Novice Mistakes in Game Design." Game Career Guide, May 2008. Think Services. Available from:
http://gamecareerguide.com/features/536/three_novice_mistakes_in_game_.php.
- Contributed to and mentioned in: Duffy, Jill. "Ask the Experts: 31 Games Students Should Play." Game Career Guide, December 2008. Think Services. Available from:
http://gamecareerguide.com/features/668/ask_the_experts_31_games_students_.php
- Approximately 15 scientific publications, including posters and proceedings for the Association of Psychological Science and the Human Factors and Ergonomics Society. Citations available upon request.