

# Adam W. Brown :: Software Engineer

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[www.darkrockstudios.com](http://www.darkrockstudios.com)

## Skill Set

**Java, C, C++, PHP, Linux, Android, MySQL, HTML5/CSS/JavaScript**

**C++:** 6 years (3D Graphics Engine, Networking, Nintendo Wii)

**Java:** 5 years (DTV, MAAP, Android, Degree Focus)

**PHP:** 7 years (Database, Templates, AJAX)

## Work experience

**Software Engineer** Software consulting focusing on Android development for mobile phones and tablets. Experience with both Android application development and web/server technologies for larger systems. Expertise in graphics technologies for development of games and other media rich applications.  
*Dark Rock Consulting*  
*Boston, MA*  
*JUN 2011*

**{ Java, Android SDK, Android NDK, OpenGL ES }**

**Software Engineer** Multi-role software engineer, porting and maintaining the DirecTV Set Top Box software stack for new and existing platforms used by millions worldwide. Linux environment, Java application layer, C++ middle-ware layer, C systems layer. Worked closely with major hardware vendors (Samsung, Broadcom, Humax) as well as large software teams at DirecTV to solve complex problems.  
*Beechwoods Software*  
*Boston, MA*  
*MAY 2010 – JUN 2011*

**{ Java (CEE), C, C++, Linux Development Environment }**

**UX Engineer** Front end ASP.NET developer on the main Monster.com sites. Enterprise level system with millions of users worldwide. Key aspects of work included: new site functionality, performance tuning, and cross-browser compatibility.  
*Monster Worldwide*  
*Cambridge, MA*  
*SEP 2009 - MAY 2010*

**{ JavaScript (jQuery), MSAJAX, ASP.NET, C#, HTML, CSS }**

**Lead Engine / Game Programmer** Design and implementation of a commercial, real time, 3D engine for the Nintendo Wii. Ported many libraries to the console architecture as well as designed and implemented key aspects of the engine and game play. The game, [Gravitrnix](#), is available on WiiWare.  
*Medaverse Studios LLC*  
*Dover, NH*  
*AUG 2007 – OCT 2009*

**{ C++ (STL, BOOST), Bullet Physics Engine, Renderer/Scene Graph Design, Engine Design, Porting Libraries, Game Play, GUI }**

**MAAP Developer** J2EE programmer, developed software in production use in an enterprise level system: MAAP, which is utilized by several different departments of the state government such as the DMV and the State Police. (*Internship*)  
*NH State Dept. – DOS*  
*Concord, NH*  
*JUN 2006 – SEP 2006*

**{ Java (J2EE), TomCat, JSP, Swing }**

## Education

**Plymouth State University** Plymouth, NH 2004 - 2008

[*Earned*] Bachelor of Science

[*Major*] Computer Science

**Valley Forge Military College** Wayne, PA 2003 - 2004

[*Concentration*] Pre-Engineering

## Related activities

- Captain of the Plymouth State Programming Team from 2005 to 2008
- [darkrockstudios.com](http://darkrockstudios.com): Related Project Development
- [Black Engine](#): Binary Space Partitioning Tree based 3D Engine
- [Oceans Unleaded](#): A satirical game for Android