

-RESUME-

Damian Trebilco

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WORK HISTORY

2001-Present

Auran Developments (www.auran.com)

Role: Programmer (Graphics and Engine work)

Projects:

(2005) Un-named MMOG (still in development)

Responsibilities:

- Implement main character display and properties.
- Develop artist custom export tools and art design guideline specifications.
- Code general game logic. (unreal script)
- Post process effects (bloom, radial blurs etc)
- Debug performance issues.

(2001-2005) Auran Jet – Auran's internal game engine.

Responsibilities:

- Design and manage new feature requests from other teams (eg. Background mesh/texture/resource loading, New texture and mesh file formats, scene graph culling schemes, low level DirectX and OpenGL programming)
- Write and manage Jet support tools (eg. art pipeline batch conversion tools)
- Write and manage Max/Maya mesh exporters.
- Handle and train external clients using the Jet engine. (Technical support)

(2004-2005) My Virtual Home - "Drag and drop" interior design program. (500 000 copies distributed)

Responsibilities:

- Design material system to function on ultra low end cards while still using the features of modern cards. (runs on a Geforce 1/Intel i845 but will use shader1 and 2 when available) All render paths look similar with emissive + diffuse + specular with cube map and real time planer reflections. Bump maps are on every surface for cards that support it. (Total 44 different material types)
- Debug and fix graphics card related crashes and display corruption.
- Write custom mesh file format and mesh processing tools.
- General Auran Jet support

(2003) Bridge-IT- Tech demo/game developed with Nvidia for the NV30 launch.

Responsibilities:

- Special shader FX (heat haze shimmer, sun streaming, bump-mapping)
- Auran Jet support
- Artist tools support

(2002-2005)Trainz/TRS2004 – Model railroading/rail

simulator.

Responsibilities:

- Bumpmap and specular material design
- Video card debugging
- Auran Jet support.

Volunteer Work

1993-Present

**Capalaba/Brisbane Salvation Army
Senior Soldier and Band Member**

Responsibilities:

- Attend band and church meetings
- Participate in Red Shield door knock appeal
- Public relations.

EDUCATION

Tertiary

2000-2001

**Bachelor of Information Technology – 1st class Honours
Queensland University of Technology
(awarded university medal)**

Completion date – June 2001

Course GPA – 6.71 (scale 1-7, 7 highest)

High Distinctions (selected list)

- ◆ Research Methodologies
- ◆ Dissertation
- ◆ Data Security

1998-2000

**Bachelor of Information Technology – Software
Engineering**

Queensland University of Technology

Completion date – November 2000

Course GPA – 6.46 (scale 1-7, 7 highest)

High Distinctions (selected list)

- ◆ Graphics (Computer Graphics)
- ◆ Object Technology
- ◆ Programming Languages
- ◆ Java and Extensible Programming
- ◆ Programming Laboratory
- ◆ Mathematical Sciences 1C
- ◆ Software Development 1,2,3

Distinctions (selected list):

- Internet Applications
- Mathematical Sciences 1B
- Foundations of Artificial Intelligence
- Advanced Programming Laboratory
- Windows Programming
- Operating Systems
- Advanced Programming Laboratory

Secondary

1993-1997

Year 12 Senior Certificate -

Capalaba State High School

Overall Position (OP) - 1 (Top 2% of state)

QCS Test Result - A

Year 12 Honours

(Student that is top in the subject for the year level)

- Mathematics B
- Mathematics C
- Graphics
- Chemistry
- Physics

Other Skills

Relevant Computing skills

- Visual Studio 6/7
- Eclipse IDE (CDT)
- Perforce source control
- TestTrack Pro
- Windows XP, UNIX/Linux

Programming Languages

Language

- C / C++
- Cg, GLSL, HLSL
- Assembler
- SQL
- Java

Experience

- 4 years (+4 academic)
- 2 years (+4 years shader ASM)
- 1 year
- 6 months
- 1 year (academic)

+ Perl, Haskell, Lisp, Unix Shell Script, HTML, XML, XSLT

Major

Awards/Achievements

- ShaderX4 book article – Debugging GLSL shaders with GLIntercept.
- **University Medal** (Information Technology)– Queensland University of Technology 2001(top of IT course)
- ACS Prize (Software Engineering **Best Graduate**)
- QUT Faculty of Information Technology **Deans List**, Semester 1 1999.
- **School DUX** (top of school) of Capalaba State High School 1997
- High Distinction/Distinction Australian Mathematics Competition years (1993 to 1997)
- High Distinction/Distinction Australian Schools Science Competition years (1994 to 1997)
- Merit Metropolitan East Mathematics Challenge (1993 to 1994)

MEMBERSHIPS

2001-2002

1998-

1992-

- Australian Computing Society
- Golden Key Honour Society
- Salvation Army

EXTRA CURRICULAR ACTIVITIES

- **GLIntercept** – OpenGL debugging tool. (<http://glintercept.nutty.org>)
- Squash and Pool
- Capalaba Salvation Army Band (1992-2002)