

# -RESUME-

## Damian Trebilco

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### WORK HISTORY

2001-Present

**Auran Developments ([www.auran.com](http://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 – 1<sup>st</sup> 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	Experience
- C / C++	4 years (+4 academic)
- Cg, GLSL, HLSL	2 years (+4 years shader ASM)
- Assembler	1 year
- SQL	6 months
- Java	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)