

# ADNAN F. ZAFAR

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## OBJECTIVE

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Seeking a position as a gameplay programmer

## EDUCATION

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**B.S., Electrical Engineering**      **Texas A&M University**      **College Station, TX**  
▪ Computer Engineering & Signal Processing emphasis      ▪ Mathematics Minor  
▪ Major GPA: 3.787

### **Boeing Interdisciplinary Rocket Design**

Designed, implemented, and flew a recoverable rocket to an altitude of 1 mile

- Guidance, Navigation, and Control; Communications; Power; and Systems Integration

## RELEASED TITLES

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### **Jedi Fighter**

### **Jedi Academy**

*Project Lead / Programmer – Team Shortbus*

Designed and developed a 2D arcade fighting game, set in the Star Wars universe

- Designed and implemented a new input system to detect partial, complete, and cancelled combinations for move recognition and processing
- Designed and implemented a system to allow for scripted fighters and combos

### **Adnan's Rotational Gravity Gun (ARGG)**

### **Half-Life 2**

Developed a single player mod to let the player rotate objects being held by the gravity gun

- Designed and implemented an intuitive technique of rotating an object being held by the gravity gun without adding user input complexity and by complementing the gameplay
- Featured and published on cover disc by PC Zone, GameStar, and PC GAMES
- Included in the widely distributed Garry's Mod, SourceForts, and Block Warz

### **COMBAT**

### **Quake III Arena**

*Project Lead / Programmer – Team Shortbus*

Developed a multiplayer top-down arcade shooter reminiscent of COMBAT! on the Atari 2600

- Managed a team of three off-site members in design and implementation, to completion
- Featured and published on cover disc by PC Zone, PC Gamer UK, and other magazines

## RELEVANT EXPERIENCE

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**Jan 2002 – May 2004**

**Texas Center for Applied Technology**

**College Station, TX**

*Programmer – 3DTV and All Source Analysis System (A.S.A.S.)*

Developed 3D Terrain Visualization software for the Department of Defense.

- Utilized C/C++/JAVA, OpenGL

## RELEVANT SKILLS

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- Proficient in C, C++
- Comfortable with JAVA, x86 ASM
- Comfortable with Sockets, OpenGL, Win32
- Comfortable with id technology, including the Doom3 engine
- Comfortable with embedded programming

## HONORS AND ACHIEVEMENTS

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- Dean's List in College of Engineering
- Eagle Scout in Boy Scouts of America