

Chris Cascioli

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<http://www.what-ev.net>
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Projects

Real-Time Water Simulation

Fall 2007

Created a real-time ocean water simulation using HLSL and XNA/C#, which runs almost entirely on the GPU. The simulation blends between Gerstner waves for deep ocean areas and a ripple simulation for close-to-shore areas. For added realism, the simulation includes refraction, foam, per-pixel lighting, caustic maps and both skybox and island reflections. Runs on both the PC and the Xbox 360.

Available for download at: <http://games.rit.edu/water>

Real-Time Light Simulation

Work in Progress

Creating a real-time light simulation using HLSL and XNA/C#, which runs almost entirely on the GPU. The simulation contains cube map shadow maps, indirect lighting and screen-space ambient occlusion

Aliens!

Released May 2007 (PC) / Jan 2008 (XNA)

A third-person action game where you take on the role of an alien spacecraft out to wreak havoc on an earth-like spherical planet. The game was developed over a 10 week period in C++/DirectX 9.0c with a team of 4 programmers and one artist. The XNA version was developed in another 10 weeks with 3 of the original programmers. The XNA version runs on both the PC and the Xbox 360, and was featured live during the Microsoft Gamefest 2007 Keynote. Responsibilities included particle system, movement on a sphere, collision detection and re-implementation in XNA.

Available for download at: <http://games.rit.edu/aliens>

Rocktropolis

Released Feb. 2007

A musical rhythm game similar to Guitar Hero®. It can even be played with an original PS2 Guitar Hero® controller using a PS2-to-USB adapter. Rocktropolis was developed by a team of 4 programmers over a 10 week period in both C++/DirectX 9.0c and XNA/C#. The game was featured on page 30 of Games For Windows: The Official Magazine, Issue #13. Responsibilities included particle system, skybox, world editor tool, and main character modeling/animation/sprite-sheet.

Available for download at: <http://games.rit.edu/rocktropolis>

Skills

| | |
|-------------------------------|---|
| Programming Languages: | C++, C#, HLSL, Visual Basic, familiar with Java |
| Other Languages: | HTML, CSS, PHP, MySQL, JavaScript, ActionScript 2 & 3, LUA |
| Graphics Packages: | DirectX 9.0c, XNA, familiar with OpenGL |
| Software: | Autodesk Maya, Adobe Photoshop, Adobe Premiere, Adobe Flash CS3, Macromedia Director MX 2004, familiar with Adobe After Effects and Autodesk 3D Studio Max. |

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Work Experience

Workshop Creator & Teacher - RIT, Rochester NY – July 2005

Created and taught a workshop for kids in the Kids on Campus summer program. Taught 5th & 6th grade children how to create, draw and animate creatures in Macromedia Flash.

Developer - Light Gauge Steel Engineering Group, Oakland FL – Sept 2005 - March 2006

Designed & created an MSDE database driven Tablet PC application for on-site data entry.

Research Assistant - RIT, Rochester NY – Sept 2004 - Sept 2006

Designed and implemented a 3D virtual world for use in a research project involving cognitive psychology concepts. Implemented the 3D world & interface, and an object generation tool for the virtual world.

Web Designer/Developer - RIT, Rochester NY – Summer 2006

Designed and implemented the Game Design & Development website for RIT, located at <http://games.rit.edu>

Multimedia Graduate Assistant - RIT, Rochester NY – Sept 2006 – Present

Tutored students in web and multimedia areas, including HTML, PHP, Adobe Flash and Macromedia Director, and was a Teaching Assistant for one class each quarter.

Education

BS in Information Technology

Rochester Institute of Technology - May 2006

Concentrations: Game Design, Interactive Multimedia Development, Web Site Development.

Masters in Game Design & Development

Rochester Institute of Technology - May 2008 (expected)

Concentrations: Engine Development & 3D Asset Creation with Maya

Interests & Hobbies

Guitar (electric, acoustic, bass), Electronic Music, Digital 2D & 3D Art, Gaming, Building PCs

Created several World of Warcraft add-ons – Used LUA & XML

Created several World of Warcraft machinema videos – Used Fraps, Adobe Premier & Cakewalk Pro Audio

References

Available upon request