

Wil Schrader

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Technical Skills

Development Platforms

- Microsoft Windows (XP, Vista, 7)
- Linux (Debian, Fedora, Ubuntu)
- Nintendo Wii
- Sony Playstation Portable

Languages, Frameworks, and Libraries

- C
- C++
- Java
- HTML
- CSS
- PHP
- XML
- MySQL
- OpenGL
- SDL

Tools

- Microsoft Visual Studio
- gcc / make
- Adobe Photoshop
- Adobe Dreamweaver
- Autodesk 3D Studio Max

Experience

- Sole programmer and graphic artist in the development of a complete open source solitaire game for the Nintendo Wii platform.
URL: http://wiibrew.org/wiki/Homebrew_apps/Wii_Solitaire
- Sole programmer and graphic artist in the development of an open source Tetris clone for the PC.
- Web Developer and Graphic Artist for numerous custom web based content management systems.

Education

- College of Southern Nevada
(August 2007 - Present)
Computer and Information Technology (61 credits)
GPA: 3.99
- Relevant coursework includes:
Unix Operating System, Database Concepts and SQL, Network+, Beginning C Programming, Advanced C Programming, Beginning Java Programming, Beginning Web Development, Fundamental 3D Computer Animation, Calculus I.

References provided upon request