

# Eric H. Ranaldi

Personal contact information not available online. Please e-mail me for complete resume.  
www.ericranaldi.com - eric.ranaldi@gmail.com

## Career Objective

To obtain a career in the software engineering field.

## Technical Skills

**Programming:** C++, C#, Java, SQL, Python, Javascript  
**API:** Winsock2, Berkeley sockets, STL, OpenGL, SDL, node.js, DirectX  
**Engines:** Unity3D, Panda3D  
**Software:** Visual Studio, Eclipse  
**OS:** Windows, Unix-based systems

## Professional Experience

**Atlantic Plant Maintenance** **Pasadena, TX** **Oct 2003 - Present**  
**Millwright Crane Operator**

- Operate crane for various disassembly and assembly tasks on the job site.
- Organize and lead personnel meetings prior to critical lift activities.
- Monitor crane stability and function as hoisting activities are being conducted.
- Work with a team of 2-14 other millwright's to complete the maintenance of turbines and industrial machinery safely and on schedule.

**CoJones Trading** **Encinitas, CA** **Aug 2012 - Nov 2012**  
**Server & Systems Programmer** **Project: MarketMaker**

- Designed and built back end server system.
- Developed a front end interface to encapsulate the network code for the front-end developers using socket.io.
- Designed and developed a "middle-man" server that translated messages between socket.io(front-end) to node.js sockets(back-end).

## Education & Projects

- Project: Hearts(Android)(11-12)
- Worked with the Android SDK to develop a simple graphics handler to display the game
  - Created game table that handled both user/AI players.
  - Created a state base system to handle the player turns and game score calculation
  - Multiple AI play through to test the game rules and system for bugs.
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- Project: Codename Tanks(09-10)
- Designed and programmed internal TCP/IP message dispatching system for client in C#
  - Programmed the remote tank movement for client(all tanks that were not that clients tank) in Unity3D and the message dispatch system.
  - Programmed and designed the network framework for the base chat and game client.
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- Project: The Guardians(08-09)
- Designed and programmed Finite State Machine used to manage the loading and rendering of zones.
  - Programmed the weapon management system that fired the weapons and handled what happened upon a collision hit or a miss.
  - Programmed the collision for the missiles
  - Worked on a minor AI ship for the players to fight against(never went into the game)
  - Worked on various bugs and issues.
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- Game Institute(2013)
- Certificate of Achievement in C++ Module I