

CALLEN SHAW

A fun, digital version of Callen Shaw's Resumé can be found at: <http://omegagames.net/callen/>

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EDUCATION

Bachelor of Science, Computer Science, received April 26, 2009
University of Pittsburgh, Pittsburgh, PA

EMPLOYMENT HISTORY

- **Graduate Student Researcher**, Univ. of Pittsburgh Dept. of Biomedical Informatics (Jan 2010 – Dec 2010)
 - **Advisor:** Dr. Rich Tsui (tsui2@pitt.edu)
 - **Responsibilities:** Tasked with researching Grid technologies and applying them to DBMI's Dept. of Health-funded Disease Outbreak research. Used workflows (esp. Taverna Workbench), Java Web Services, and built a web front-end for use by researchers in Pennsylvania and Ohio.
- **Prototype Website Development**, Jijuu.com (May 2009 – July 2009)
 - **Responsibilities:** Working under contract with a startup in New York City, developed a website based around the creative exchange of new product ideas, features, and feedback. The Jijuu system would monetize their crowd by allowing "expert" users to take part in real testing panels, with the sponsoring company paying real cash.
 - This project seems to have been abandoned shortly after the end of our contract, however.
- **Application Developer / Intern**, Applied Systems Associates (May – Aug 2007, 2008)
 - **Contact:** Scott Leib (Scott.Leib@asahq.com)
 - **Responsibilities:** During first summer (2007), built an internal software tool (Version Manager) now used by nearly every employee at a.s.a. It combined many tasks that were previously performed with multiple programs into one unified workflow. Took specifications and built front ends for Developers, Administrators, Q.A. Team Members, and Consultants. In summer 2008, addressed changes that were requested and the few bugs that were found.
- **Univ. of Pittsburgh ResCon** (Residential Consultant), Pitt Student Computing Services (Aug 2007 - May 2009)
 - **Contact:** Cristy Spino (spino@pitt.edu)
 - **Responsibilities:** Performed on-site P.C. maintenance appointments for Pitt students which include virus removal, software installation, driver updates, and total operating system reinstallation.

INTERESTS

- Game Development
- System Design and Implementation
- Interface Design / Human-Computer Interaction
- Web Technologies

SKILLS

Game Development

- Under pseudonym **The Unallied**, created four commercial Xbox 360 Indie Games:
 - *Garrett the Slug* (2008), a Snake clone starring a Slug. (<http://theunallied.com/Garrett-the-Slug>)
 - *Oh Snap!* (2008), a color-matching puzzle game. (<http://theunallied.com/Oh-Snap>)
 - *Drinkards* (2009), a drinking game, was also my biggest hit. (<http://theunallied.com/Drinkards>)
 - *Snowball Showdown* (2011), supports 20-player LIVE games. (<http://theunallied.com/Snowball-Showdown>)
- Built free games as a hobby for omegagames.net website and in classes. (<http://omegagames.net/games.php>)

System Design, Implementation

- Expertise in diverse application types: Business Software, Dynamic Web 2.0 Sites, Scientific Modeling, Grid Computing, User Interfaces, and four commercial Xbox 360 Indie Game releases.
- As a researcher with Univ. of Pittsburgh DBMI, developed a workflow management system which combined many disparate open-source, commercial, and in-house products using Web Services standards.
- Created an action game called Break-In for the PSP handheld (<http://psupdates.qj.net/Fourth-Creation-Entry-Break-In-From-OmegaGames/pg/49/aid/56535>)
- Developed a Tetris clone for the Microsoft Zune Media Player (<http://code.google.com/p/tetrazune/>)
- Work with Univ. of Pittsburgh Residential Networking gave exposure to real-world system repair and maintenance.

Interface Design / HCI

- As per my Game Development pursuits, explored many areas of research in Computer Graphics (2D and 3D rendering, color interaction, UI Usability) and related areas like Multimedia and User-Centric Design.
- During a summer research project under graduate advisor Liz Marai, developed a 3D volume renderer that assists researchers in locating and understanding interactions between areas of the human brain.
- During internship with Applied Systems Associates in 2007-2008, independently developed an internal company tool for tracking code changes and releases. Learned to take specifications from many departments, and combined the feedback into a useful database-backed Windows Forms application.

Web Technology

- Developed a personal website at <http://www.omegagames.net> with functioning message board system and browser-based games. Recently created another site, Drupal-backed, for Game pursuits at <http://theunallied.com/>
- During Graduate Research, built on Grid technologies that linked data and computing resources for U. Pitt's Department of Biomedical Informatics (DBMI) to assist in disease outbreak detection.
- Developed multiple games with internet technologies. Mineswiper connects to the omegagames.net server for high- scores (<http://www.omegagames.net/games/mineswiper.php>), and Snowball Showdown supports over 20-player snowball fights over Microsoft's Xbox LIVE network. (<http://theunallied.com/Snowball-Showdown>)
- Under Dr. Labrinidis, developed a QR Code-based app phones at Univ. of Pittsburgh, which created a cyber-physical Scavenger Hunt game. The project used MySQL, PHP, Javascript, and Google Charts API for QR Code generation, and was submitted MobiDE 2009 (<http://www.omegagames.net/rfid.pdf>)

PERSONAL STATEMENT

Though I was exposed to computers at a fairly later age than many, I quickly became absorbed in them. I have spent much of my spare time developing video games, because I enjoy the challenge of using many disparate sub-fields of computer science to create a compelling simulated world for the user. I find that these games and other self-directed projects have provided my best learning experiences by creating unique problems to overcome.

I personally believe that computers can be applied beneficially to almost any field imaginable. I strive to learn everything I can about them and constantly try to improve the human-computer experience. I feel there is no limit to the ways in which computers continue to shape, optimize, and predict human progress, thus I found it hard to specialize in just one sub-area while in graduate school. I have no doubt that I would enjoy work in a wide variety of topics, and I am excited to see what opportunities arise.