

# CORD J. REHN

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5720 S. Willamette Ln.  
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19 N. 8<sup>th</sup> St. Apt. 3  
Cheney, WA 99004

## EDUCATION

**EASTERN WASHINGTON UNIVERSITY** – Cheney, WA  
*Bachelor of Science in Computer Science*

*Class of 2015*

## TECHNICAL SKILLS

Languages: C, C#, C++, Java, Visual Basic, Javascript, JSON, SQL, HTML, CSS, LUA, XML, Delphi, ASM, Turing, BASH, Razor  
Platforms: Windows, Linux, iOS, Android, ASP.NET, Arduino (ATmega), Wii, Xbox, PSP  
Tools: SQL Server, Hyper-V, VMWare, Selenium, Visual Studio, Android Studio, Eclipse, Junit, JMeter, Fiddler, Wireshark, JIRA, Confluence, AutoHotKey  
Libraries: OpenGL, Direct3D, LibGDX, Irrlicht, Ogre3D, OpenDynamics Engine (ODE), Bullet, Newton, Unity, OldSchool Library (OSlib), AndEngine, Allegro, SDL

## EXPERIENCE (SEE SITE FOR MORE)

*Software Test Engineer / Part-Time*

May 2013 – Present

### Next IT

- ❖ Provide quality assurance for IVA software solutions for 9 clients:  
*Alaskan Airlines, Amtrak, Army, Banco Itaú, Porto Seguro, TAM Airlines, Ticket (BR), United Airlines, Virgin Australia*
- ❖ Developed, maintained, and ran automation test suites; review & report on results accordingly with proper reproduction steps and possible fixes
- ❖ Provide test engineering on internal IVA Android mobile software solutions
- ❖ Developed internal automation tools to greatly optimize & expand the QA process

*Software Developer / Marketer*

July 2011 – Present

### Android Apps

- ❖ Working freelance & under-contract on *apps, widgets* and *libraries*
- ❖ Experience with the **Java Native Interface**; using *Java* to call native *C++* code
- ❖ Simply Impossible – a 2D rage-platformer with ads, achievements & community levels
  - Java; *libgdx* for rendering & networking with my own physics engine
  - developed a web service to provide community level downloads & ratings
  - developed a level editor for PC with inline run-level & upload-level support
- ❖ MidiRoll – a configurable MIDI piano roll on phones and tablets for learning piano
  - Java-based; *libgdx* for rendering, audio, and cross-platform support
  - uses *android-midi-lib*: an open-source MIDI parser library I contributed to
  - tested **extensively** to find my solution for Android's high audio latency
- ❖ Showcase – a customizable presentation of clients' own data for use in kiosks
  - **extensive** work involving Android *XML* layouts
  - developed a PC database manager utility in *VB.Net* alongside the App
  - continually developing my own database system backing for clients' data in *XML* while maintaining backwards compatibility
  - in-use at *Sounds on Wheels* in Spokane, WA; technical support provided

Web Developer / Database Admin

March 2015 – Present

### SG57 Productions Website – [SG57productions.com](http://SG57productions.com)

- ❖ My personal site, developed in C# MVC using ASP.NET, JScript, & Entity Framework
- ❖ Integrated open-source [MVCForum](#) for my community forum solution using SQL DBs
- ❖ Developed a web service backend using WebAPI for my app, [Simply Impossible](#)
- ❖ Developed all community level CRUD operations for my app, [Simply Impossible](#)

Software Developer / Participant

August 2006 – July 2009

### Entered 7 Homebrew Coding Competitions

- ❖ *PSP-Hacks Homebrew Idol 2 '09* – won 1<sup>st</sup> place with my PSP game, [Light Cycle 3D](#)
- ❖ *Neoflash Summer '08* – won 6<sup>th</sup> place with my PSP game, [Minesweeper](#)
- ❖ *Neoflash Spring '08* – won 7<sup>th</sup> place with my PSP game, [Kitten Cannon](#)
- ❖ *Neoflash Spring '08* – won 6<sup>th</sup> place with my PSP application, [Multi-Tasker](#)
- ❖ *Neoflash Spring '07* – won 9<sup>th</sup> place with my PSP game, [Call of Duty 2: PSP Edition](#)
- ❖ *PSP3D Ultimate Cash Giveaway '06* – won 3<sup>rd</sup> place with my PSP game, [Brick-Out](#)
- ❖ *Neoflash Summer '06* – 11<sup>th</sup> place with my PSP game, [Legacy->xGrid](#)

Software Developer

August 2006 – Present

### PC Applications

- ❖ [Simply Impossible Level Editor](#) – custom level editor for my app, [Simply Impossible](#)
  - written in C++ using Qt Framework, based on open-source editor, [Tiled](#)
  - supports custom maps with tilesets, properties, layers, painted tiles, objects
  - supports inline “run-map” feature for play-testing your level from the editor
- ❖ [Showcase Database Management Utility](#) – database manager for my app, [Showcase](#)
  - written in .Net with extensive use of TreeNode and DataGrid elements
  - import and export of Showcase database flat-files in my custom XML format
- ❖ [Raid Attendance Manager](#) – a program for calculating an equal share distribution of items to the members of a group using a Zero-Sum Point System
  - uses my own database backing for the members and events in XML format
  - may export all member and event histories to a website in HTML format
- ❖ [Firefight](#) – a modern-themed, single player 3D FPS inspired by Halo written in C++
  - uses Irrlicht for rendering and Bullet for the physics engine
  - uses XEffects library for post-processing **shaders**; detail mapping and bloom

Software Developer

October 2005 – April 2010

### PlayStation Portable Homebrew

- ❖ Active member of the PSP homebrew scene with **20+** personal projects released
- ❖ [The World](#) – a 3D RPG written in C++ using my own port of Irrlicht for rendering
- ❖ [Light Cycle 3D](#) – a 3D tron-style game written in C++ using my own port of Irrlicht
- ❖ [Multi-Tasker](#) – C++ windowed UI for viewing 3D models, images, text files and music
- ❖ [Kitten Cannon](#) – a remake of the 2D flash game written in C++ & OSlib for rendering
- ❖ [Kitten Cannon Ca\\$h Tournament](#) – added **online** contests using [PayoutHub.com](#) API
- ❖ [BOXHEAD PSP Style](#) – a 2D shoot em’ up written in C++ with A\* *pathfinding* for AI
- ❖ [Minesweeper](#) – a remake of the classic written in C++ with OSlib for rendering
- ❖ [Block Dude](#) – a remake of the calculator game written in C with built-in map creator
- ❖ [Crucenic](#) – a fast paced, 2D arcade game written in C with a lot of enemy AI
- ❖ [Brick-Out](#) – using only ASCII characters, a remake of the arcade classic Breakout in C
- ❖ [Small Physics Game](#) – a 2D OpenGL physics game in C involving elastic collisions
- ❖ [Call of Duty 2: PSP Edition](#) – a Call of Duty-themed, 2D rail shooter written in LUA
- ❖ [Legacy->xGrid](#) – a 2D OpenGL puzzle game written in C with playback of users’ MP3s