

Lou Hayt

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EDUCATION

Full Sail Real World Education
Bachelor of Science Degree in Game Development

Winter Park, FL
Oct. 2007

Ami Asaf High School
High School Diploma

Israel, Beit Berel
Jan. 2001

ACADEMIC EXPERIENCE

Final Project – “Terra”

A five month long thesis in the form of a space fighter in which the player can shoot and tunnel through a dynamic planet in a networked, multiplayer deathmatch. The game was designed and programmed together with five classmates. Responsibilities held within the team include the physics engine as well as the gameplay logic and AI.

Ryan the Dragon Slayer

A two weeks 2D project in C++ with further polish done over a few additional weekends. The game features original sound effects and amazing animations.

Fluid dynamics OpenGL class project

A one month research project simulating a liquid surface on which geometric rain drops and waves are generated. Floating objects such as boats can be positioned and will maintain buoyancy and be affected by currents.

AI project

A filthy hobbit training simulator based on genetic algorithm principles. It was coded in C# instead of the usual C++ for rapid development.

FireBall Ice Breakout

The first game made during my education at FullSail. It features entertaining original sound effects and colorful animations.

Data driven narrative sample

This is a lab assignment modified into a short story sample.

WORK EXPERIENCE

Israel Defense Force
*** Patrol Boat Chief Engineer**

Israel, Haifa
Jan 2002 – Jan 2005

- Commanded a team of four combat soldiers
- Was stationed at the highest level of action
- Can deal with high levels of stress and heavy work loads
- Team centered
- High ambition to excel in a short amount of time

Maskilon

Israel, Or-Yehuda

*** D&D Dungeon Master**

Jan 2005 – Jun. 2005

- Moderated small groups of 10-14 year old kids
- Worked independently with minimal direction from the main office
- Enjoyed a creative environment and learned a lot from interesting young kids

Skills

Platforms

Windows

Graphics/2D&3D

Adobe Photoshop
Maya

Programming

C/C++

C#

Win32

MFC

OpenGL

Direct3D

Direct Sound

Direct Input

Major Algorithms

Vector Transformations

3D/2D Collisions

OBB BVH

Physics

A*

Office Software

Microsoft Word

Microsoft Excel

Microsoft Project

Visual Paradigm

Game Tools

Pix

V-Tune

UnrealEd

Aurora Tool Set

Languages

Hebrew

English

Hobbies

Guitar

Drums

Fire poi

Fantasy

Sci-Fi

Sports