

# Anthony Tesija

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AnthonyTesija.com

## WORK EXPERIENCE:

### **Software Engineer at TechSmith Corporation** - June 2013 - Present

- User focused development for the screen capture and image editing program, Snagit.
- Developed the blur tool, video editing UI, magic wand tool, and rewrote all of the drawing tools to display with Direct2D for a tenfold speed improvement.
- Worked on, and lead, multiple subteams to implement features.
- As a lead I was responsible for organizing our work sprints to deliver functional slices of our features on time.
- Collaborated with user experience and user assistance to modify work based on user feedback.
- Reported progress and demoed features to our business and marketing teams.
- Trained one intern and two new members on our team.
- Contributed to code quality through testing and reviews.

### **CEO, Designer, and Developer at ATesh Games L.L.C.** - August 2010 - Present

- Started a business to create and sell games in spare time.
- Designed and developed twenty games using frameworks and engines such as SDL, XNA, and Unity.
- Collaborated with other developers and musicians for many of the games.
- Made Jettison, an Android and iOS game designed to be played with a single touch. Created the website JettisonGame.com using HTML and CSS to promote the game.
- Participated in four Wolverine Soft 48-hour game jams, placed first in one of them, and third in two of them.
- Competed in the Michigan-wide Capital City Film Fest game jam winning audience choice and second place overall with a multiplayer battle game.

## EDUCATION:

### **University of Michigan** - September 2009 - May 2013

Computer Science B.S.

GPA 3.47

Dean's List 2010, 2011, and 2012

## PROFICIENT WITH:

C++, C#, Github, Git, MFC, Unity3D