

Curriculum Vitae

Van Jay Laughlin
972-238-6942
JLaughlin@dcccd.edu

Education

University of Texas at Dallas, Richardson, TX
M.F.A. in Arts and Technology

University of Texas at Dallas, Richardson, TX
M.S. in Computer Science

University of Texas at Dallas, Richardson TX
B.S. Software Engineering

Teaching Experience

Richland College Dallas TX – August 2013 – Present
Faculty, Computer Science

Richland College, Dallas, TX - June 2011 – August 2013
Adjunct Faculty

Courses Taught

COSC 1301 Introduction to Computers
COSC 1405 Introduction to Computers
COSC 1436 Fundamentals of Programming 1
COSC 1437 Fundamentals of Programming 2
GAME 1443 Game and simulation Programming 1
GAME 1459 Game and Simulation Programming 2
GAME 2332 Project Development 1
GAME 2334 Project Development 2
GAME 2359 Game and Simulation Group Project (Capstone)
ITSE 2321 Object Oriented Programming (C++)
ITSE 1330 Introduction to C# Programming

Skills and Qualifications

Object Oriented Programming (Java, C#, C++)
Online Teaching and flex term teaching
Unreal Engine (UDK), Unity, Android, OpenGL
Database: SQL (relational), MongoDB (non-relational)

Relevant Work Experience (Industry experience)

University of Texas at Dallas ATEC – Research Assistant. FPCT 5, May 2013 – Aug. 2013
University of Texas at Dallas ATEC – Research Assistant. Baylor Grant, Oct. 2012 - May 2013

University of Texas at Dallas ATEC – Research Assistant. *FPCT 4*, Oct. 2011 – Oct. 2012
University of Texas at Dallas ATEC – Research Assistant. *FPCT 3*, May 2011 – Oct. 2011
Trench Games – Programmer. *Galaxy for Hire*, December 2010 – May 2012
University of Texas at Dallas ATEC – Research Assistant: *NursingRN*, Dec. 2010 – May 2011
University of Texas at Dallas ATEC – Research Assistant: *FPCT 2*, May 2010 – Dec. 2010
University of Texas at Dallas ATEC – Lead Programmer: *iNursing*, Dec. 2009 – May 2010
University of Texas at Dallas ATEC – Programmer: *FPCT*, Dec. 2008 – Dec. 2009