

OBJECTIVE

A full time position in the game industry. Available March 2010.

SUMMARY

Currently in my final year in the B.S. in Real Time Interactive Simulation (Computer Science) program at DigiPen. Have 5 years game producing experience, managing primarily developers. Began by leading teams of programmers and artists from around the world for Unreal Tournament mods for several years. At DigiPen, was selected as 1 of 3 (out of 150 programmers) to pioneer the Lead Producer role, and manage two teams of developers simultaneously. I care deeply about the infrastructure, tools, and quality of anything I am involved in. I can foresee all kinds of technical and logistical problems. I work constantly and preemptively to make sure those don't happen. I make sure everything runs well, technically, and that there are no surprises. I like doing the dirty work. Am patient, tenacious, technical. Experience includes:

**Lead Producer – Multiple teams (1 year):** Led 2 simultaneous year-long DigiPen 3D games, all developers

**Producer – Global teams (6 years):** Led 3 Unreal Tournament mods (USA, Germany, Russia, Ireland), mostly developers

**Producer – In-house team (1/2 year):** Led 1 DigiPen 2D game, all developers

TECHNICAL

**Languages:** C/C++ (5 years), Java (2 years), C# (3 years), Unreal Script (6 years), HTML/CSS (6 years), LUA (1/2 year)

**IDEs and Source Control:** Visual Studio (5 Years) Subversion (5 years)

**APIs:** Direct3D (2 years), OpenGL (2 years), FMOD Ex (3 years), Working knowledge of XNA

**Game Engines:** Unreal Engine 2 (4 years), Unreal Engine 3 (2 years)

**Applications:** MS Office (9 years), MS Project (3 years), Photoshop (4 years), 3D Studio Max 9 (2 years)

**Mathematics:** Linear Algebra/3D Mathematics (3 years), Bezier Curves and B-Splines, Graph Theory

**Web Applications:** MediaWiki, Drupal

PRODUCING

**Schedules:** MS Project schedules, sprint boards, online scheduling, task-list pop-ups in in-game console

**Meetings:** Google Calendar, Outlook scheduling

**Game Design Documents:** Wrote Game Design Documents for Unreal titles and DigiPen titles

**Websites:** Created project websites for Unreal Tournament mod teams; created mirror sites on moddb.com

**Source Control:** Set up SVN for DigiPen games; set up personal SVN through modcenter.com for Unreal titles

**Playtesting:** Ran playtests for Unreal titles through Unreal community on IRC; appointed Playtest Leads on each DigiPen game team to run tests, collate data to a spreadsheet, and summarize in real-time bar-charts

**Bug Tracking:** Use Mantis for Unreal titles; used Trac for school titles; used Nintendo's in-house bug database

**Localization:** Tested massive Excel files at Nintendo for translation correctness, and screen-placement

**Methodologies:** Waterfall, Agile SCRUM

**Development Cycles:** ½ year (first DigiPen title), 12 months (current DP titles), 18+ months (Unreal titles)

GAME EXPERIENCE – STUDENT TITLES

**Attack of the 50ft Robot!** – Lead Producer, Dev/Artist – 4 programmers/3 artists **Sept 2008 – Nov 2009**

<http://www.attackofthe50ftrobot.com> – site. <http://www.youtube.com/watch?v=hRs7ZHkhBmg> –video, 57,000 views

Submitted to IGF Professional, IGF Student, and Indie Game Challenge competitions

- A single-player 50's-B-movie-inspired 3D destruction/action PC game.
- One of two projects as Lead Producer. Maintained schedules of both projects; maintained the current list of tasks; coordinated meetings between programmers and artists; coordinating meetings with faculty; delivered milestone builds; gave milestone presentations; maintained bug logs; led playtesting. Led game to 2010 IGF Competition.
- As a developer, I have architected a custom binary file package format used to package and encrypt all assets used in the game project. Wrote the objective code used in the final submission level. I was also been responsible for the final level design, including layout and environment art.

**Run!** – Lead Producer – 5 programmers/6 artists

**Sept 2008 – April 2009**

- A single-player 3D PC parkour-inspired platformer. Responsible for the same duties as above. Managed both at once.

**glitch** – Composer/Musician

**May - July 2008**

<https://www.digipen.edu/?id=1170&proj=1470>

- Composed/built 5 original music tracks for 3D particle FPS, glitch. In discussions with Microsoft XBLA for 4 months.

**BioPower GeneForce: Smash Blast** – Audio/Graphics Programmer – 2D DirectX Game

**Jan - Apr 2008**

- Coded the sound system (FMOD) and a 2D particle engine used in this side-scrolling platformer.

## GAME EXPERIENCE – INDEPENDENT/MOD TITLES

**Demoball (UDK Project)** – Producer, Designer, Lead Programmer

**Jan 2010 – present**

<http://dwgames.net/home/?q=node/13>

- FPS sports title based on a mode in Unreal Demolition. The project is currently in the process of testing of pre-alpha builds, with basic features implemented. Being developed as a technology share with Unreal Demolition, featuring integration of many common features, including an XML-based stats system, custom UDK game launcher, and a port of a large portion of current UnrealScript code.

**Unreal Demolition (UT3/UDK Mod)** – Producer, Designer, Lead Programmer

**Nov 2007 – present**

<http://www.unrealdemolition.net>

- A follow-up to the original Unreal Demolition, now being developed using the Unreal Engine 3 technology. I am the Producer and Lead Programmer. Working with a team ranging in size from three to five programmers and artists, I organize the development timeline, create and assign tasks, and coordinate releases.
- As programmer, responsible for code involving game modes, modifications to the vehicle system in the Unreal Engine, object additions necessary for individual game modes, UI modifications, and other external tools.

**Unreal Demolition (UT2004 Mod)** – Level Designer, Producer

**Feb 2004 – Sept 2006**

<http://www.unrealdemolition.net>

- During the first phase of the project, I acted as Level Designer, creating the original test levels used in the early development of the game. After the third public release, I took over the role of Producer, introducing new game types to the design, and coordinating a team of 2-6 programmers to create the final two public releases.

## AWARDS FOR “UNREAL DEMOLITION” – MAKE SOMETHING UNREAL CONTEST

Finalist – Best Use of Physics	Unreal Tournament III	Phase 3	2009
Finalist – Best Non-FPS Mod	Unreal Tournament III	Phase 3	2009
5 <sup>th</sup> Place – Best Use of Physics	Unreal Tournament III	Phase 2	2009
Finalist – Best Game Mod	Unreal Tournament III	Phase 2	2009
5 <sup>th</sup> Place – Best Use of Physics	Unreal Tournament III	Phase 1	2008
Finalist – Best New Game Type	Unreal Tournament III	Phase 1	2008
4 <sup>th</sup> Place – Best Use of Karma Physics	Unreal Tournament 2004	Phase 3	2004
Finalist – Best Non-FPS Mod	Unreal Tournament 2004	Phase 3	2004

## WORK EXPERIENCE

**DigiPen Institute of Technology – Student Assistant**

**Oct - Dec 2009**

- Assisted the Unreal Engine level design class for the Fall 2009 semester taught by John Feil. Helped teach: working with the Unreal Editor; working with Kismet and the Matinee systems; and an early introduction to UnrealScript.

**Nintendo of America Inc. (Aerotek Staffing Agency)** – Software Game Tester

**June - Aug 2008, May - Sept 2009**

Tested 11 titles on the Nintendo DS and Nintendo Wii. Found and duplicated bugs. Set up bug reports that included the description, reproduction steps, and severity. Rechecked the status of bugs in new builds.

- Titles tested (2008):
  - Art Style Series (Nintendo WiiWare) – North American, Japanese, PAL releases
  - Mystery Case Files: MillionHeir (Nintendo DS) – North American release
  - Fire Emblem: Shadow Dragon (Nintendo DS) – North American release
- Titles tested (2009):
  - Art Style: BOXLIFE, DIGIDRIVE (Nintendo DSiWare) – North American release
  - Brain Age Express: Sudoku (Nintendo DSiWare) – North American release
  - Wii Fit Plus (Nintendo Wii) – PAL release
  - Elecktrop plankton (Nintendo DSiWare) – North American release
  - 2-in-1 Solitaire (Nintendo DSiWare) – European release

## OTHER

**DigiPen Institute of Technology Penny Arcade Expo Booth** – Technical Director

**Aug - Sept 2009**

- Worked as Technical Director on core team creating and running the first-ever DigiPen Playtesting booth at the 2009 Penny Arcade Expo. I was responsible for everything working. I came with specifications for computers brought to the show, as well as the process of testing the computers in order to determine the set of rigs that were used. At the show, I was responsible for solving any issues that came up related to the computer hardware in use.

## EDUCATION

**DigiPen Institute of Technology**

**B.S., Real Time Interactive Simulation (Computer Science), Math Minor**

**May 2010**