

OBJECTIVE

Fulltime gameplay programming or technical production position in PC, console, and mobile gaming.

SUMMARY

- Experienced engineer and technical project manager
- 10+ years experience developing in the Unreal Engine
- Multiplatform shipping experience, including PC, OS X, Xbox One, PS4, iOS, Android, and Fire OS
- Shipped 1 UE4 PC/Console prototype, 2 Mobile UE3 titles, 2 PC/Console UE3 titles, 2 UE3 mods
- B.S. in Real Time Interactive Simulation (Computer Science) program at DigiPen

TECHNICAL SUMMARY

Languages: C/C++, C#, Objective-C, Java, Unreal Script

IDEs and Source Control: Visual Studio, Xcode, Subversion, Perforce

APIs: Direct3D, OpenGL/OpenGL ES, FMOD Ex, iOS SDK, Android SDK and NDK

Game Engines: Unreal Engine 2, 3, & 4

Applications: MS Office, MS Project, Photoshop

Methodologies: Agile/SCRUM, Waterfall

Localization: Loc QA at Nintendo; Tools engineer and manager of localization for Psyonix projects

Schedules: MS Project schedules, sprint boards, online scheduling (Liquid Planner), SCRUM backlog

PROFESSIONAL SUMMARY

Hi-Rez Studios

Lead Software Engineer

Senior Game Programmer

- Lead gameplay programmer for the Smite PC and Xbox One teams.

June 2014 – Jan 2017

March 2016 – Jan 2017

June 2014 – March 2016

Psyonix

Technical Director

Platform / Gameplay Engineer

- Multiple role engineer based on project needs.
- Progressed from role of gameplay engineer into a platform engineer role, responsible for integration of code from external partners, as well as specific platform needs.
- Moved to final role as Technical Director on since cancelled mobile UE3 title.

May 2011 – June 2014

Sept 2013 – June 2014

May 2011 – Sept 2013

SHIPPED PROJECT DETAILS

Smite Tactics

<https://www.smitetactics.com/>

- Lead software engineer for 1v1 competitive strategy title using Unreal Engine 4
- Primarily responsible for new gameplay feature development, as well as ongoing support of future non-PC platforms
- Led initial green light phase using Unreal Engine 3, as well as initial port to Unreal Engine 4

April 2016 – Jan 2017

Smite

<http://www.smitegame.com>

- Lead software engineer for the Smite gameplay team
 - Primarily responsible for managing gameplay team for ongoing god and gametype development in Smite, as well as high level ongoing feature development.
- Led effort to recombine Smite Console and PC branches into a single unified development branch
- Previously involved in development of new gods, including Awilix, Medusa, and Nox
- Primary client developer on Smite PC's Season 2 spectator redesign, as well as Smite Console's spectator mode and Windows viewer client

June 2014 – July 2016

Rocket League**Sept – Oct 2013**http://www.psyonix.com/dt_portfolio/rocket-league/

- Sole developer on Mac OS X port of PC UE3 title
- Responsible for integration of external code (Steamworks, WWise, Bullet physics) into UE3
- Maintenance of standalone Xcode project used for native debugging on OS X

ARC Squadron**May 2011 – Jan 2013****ARC Squadron: Redux****May 2013 – Oct 2013**<http://www.arcsquadron.com>

- Responsible for creation and submission of all retail binaries
- Responsible for 3rd party integration (Gamecenter, Google Play, Amazon, etc) and engine modification for supported and experimental platforms (iOS, Android, Fire OS)
- Assisted in development and maintenance of gameplay and game flow code
- Developed object-based UI system for mobile titles
- Developed multiplatform client code for custom internal analytics solution, Psyonix-based ad system, and multiplatform customized music playback system
- In charge of final framerate and load time optimization, memory reduction, and overall reduction of unique shaders

Unreal Demolition (UT3 Mod) – Producer, Designer, Gameplay Engineer**Nov 2007 – Mar 2010****Unreal Demolition (UT2004 Mod) – Producer, Level Designer****Feb 2004 – Sept 2006**<http://www.unrealdemolition.net>

- As Producer/Designer, led team of 5 programmers and artists in US, Canada, England, and Russia. Set development schedule, created and assigned tasks, and coordinated releases.
- As gameplay engineer, implemented game modes, modifications to the Unreal Engine vehicle system, object additions, UI modifications, and other external tools.
- As level designer, created original levels used for distributed builds.

EDUCATION**DigiPen Institute of Technology****B.S., Real Time Interactive Simulation (Computer Science), Math Minor****May 2010**