

OBJECTIVE

Fulltime Associate Technical Program Manager or Associate Producer in PC and console gaming.

SUMMARY

- Highly technical program manager
- 7 years experience managing game development teams
 - 6 years managing globally distributed teams
 - 5 years managing local teams
- Released 2 Unreal mod games and 5 C++ DigiPen games
- Have managed programmers, artists, testers
- Strong programmer, 5 years C++ experience
- Strong PC development experience; also iPhone, Nintendo DS, and XNA (PC, Xbox 360, Windows Phone 7)
- B.S. in Real Time Interactive Simulation (Computer Science) program at DigiPen

TECHNICAL

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

IDEs and Source Control: Visual Studio, Subversion

APIs: Direct3D, OpenGL/OpenGL ES, FMOD Ex, working knowledge of XNA and iPhone

Game Engines: Unreal Engine 2, Unreal Engine 3

Applications: MS Office, MS Project, Photoshop, 3D Studio Max

Mathematics: Linear Algebra/3D Mathematics, Graph Theory

Web Applications: MediaWiki, Drupal

PRODUCING

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

Meetings: Outlook scheduling, Google Calendar

Game Design Documents: Wrote 35-to-50-page Game Design Documents

Websites: Created project websites and mirror sites

Source Control: Set up DigiPen SVN and personal SVN systems for game teams

Playtesting: Ran playtests for Unreal community; managed all Playtest Leads at DigiPen

Bug Tracking: Use Mantis, Trac, and Nintendo's in-house bug database

Localization: Tested Nintendo Excel loc files for Japanese, European, and North American releases

Methodologies: Waterfall, Agile/SCRUM

Development Cycles: 5-to-16 months (DigiPen titles), 18 months (Unreal titles)

Testing: 2 summers contract esting at Nintendo; tested 11 DS/Wii titles (black box/loc/regression)

GAME EXPERIENCE – INDEPENDENT/MOD TITLES

Unreal Demolition (UT3/UDK Mod) – Producer, Designer, Lead Programmer
<http://www.unrealdemolition.net>

Nov 2007 – present

- 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 lead programmer, implemented game modes, modifications to the Unreal Engine vehicle system, object additions, UI modifications, and other external tools.

Unreal Demolition (UT2004 Mod) – Producer, Level Designer

Feb 2004 – Sept 2006

- As level designer, created all original levels used during early development. As producer, created 5 new game types and led a team of 6 programmers in US, Canada, and England.

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

GAME EXPERIENCE – STUDENT TITLES

- Attack of the 50ft Robot!** – Lead Producer, Dev/Artist – 4 programmers/3 artists **Sept 2008 – Nov 2009**
<http://www.youtube.com/watch?v=hRs7ZHkhBmg> – video
<http://www.attackofthe50ftrobot.com> – website.
- A single-player 50's-B-movie-inspired 3D destruction/action PC game.
 - As Lead Producer, managed two projects simultaneously: Attack of the 50ft Robot! and Run!
 - 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.
 - As a developer, I 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 responsible for the final level design, including layout and environment art.
 - Led game to 2010 IGF Professional, IGF Student, and Indie Game Challenge competitions.
- 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 projects at once.
- glitch** – Composer/Musician **May - July 2008**
<https://www.digipen.edu/?id=1170&proj=1470>
- Composed and built 5 original music tracks for 3D particle first-person shooter.
 - Were approached by Microsoft XBLA; were in discussions for 4 months prior to MS portfolio change of direction.
- 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.

WORK EXPERIENCE

- DigiPen Institute of Technology – Computer Science and Game Programming Instructor** **April 2010 - Present**
- Full time Programming Instructor at DigiPen:
 - Game Programming Instructor for Continuing Education program. Taught classes on 2D and 3D Game Development in C#, as well as iPhone and iPad Game Development.
 - C++ Programming TA for Game Implementation Techniques (game engines, implementations); Advanced Computer Graphics I (OpenGL, shaders); Advanced Computer Graphics II (data structures for graphics); and Unreal Engine Level Design.
- DigiPen Institute of Technology – Technical Event Director** **May – Sept 2010, Aug - Sept 2009**
- **PAX** - Technical Director on core team creating and running the DigiPen Playtesting booth at the 2009 and 2010 Penny Arcade Expos. Set specifications for show computers. Created the testing process, and determined the set of rigs used. Owned all software, hardware, and network-related issues before and at the show.
 - **PAX** - Managed a team of 3 Technical Assistants. We were responsible for the technical certification (TCRs) of all 21 games in the booths. Created and tested an automated installation package distributed across all 1000+ FreePlay and Bring-Your-Own-Computer machines.
 - **Euskal Encounter 18** (Bilbao, Spain, 2010, 5,000+ attendees, on-site crew of 4)
 - **DigiPen LAN Party** (2009-2011, 1000+ attendees, on-site crew of 25).
- Nintendo of America Inc. (Aerotek Staffing Agency) – Software Game Tester** **May - Sept 2009**
- Tested 11 titles on the Nintendo DS and Nintendo Wii. Commended for performance. **June - Aug 2008**

EDUCATION

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