

Molly Jameson
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Profile

I am an experienced software development engineer with an emphasis on game development, located in the Los Angeles area. Over the course of my career I have shipped over 9 professional titles across console, web, and mobile platforms.

Technical Experience

ActionScript 2.0/ 3.0 and MXML (FLASH) (5 years), C/C++ (5 years), Java (2 years), C#, Objective-C, Python, Lua, JavaScript, Scaleform, UDK, Unity, Source SDK, SVN, Perforce, JIRA, DevTrack, Fogbugz, ElectroServer (Similar to SmartFox)

Employment History

Insomniac Games, Burbank, California (May 2011 to Present)

Associate Gameplay Programmer,

Came onboard during the final year of development and shipped **RESISTANCE 3** and 2 DLC packs.

Currently working on Insomniac's first cross platform title, **OVERSTRIKE**.

- Took ownership of programming the Scaleform UI system for both the HUD and lobby to be used as a shared system.
- Contributed to implementing and tweaked PlayStation®Move controls and assured they adhered to TRCs.
- Worked with producers and artists to fix hundreds of must fix localization bugs.
- Contributed towards multiple systems for **RESISTANCE 3** including: cheats, collectable syncing, player death hints, and multiplayer death camera.
- Prototyped hero gadget ideas in **OVERSTRIKE**.

Six Degrees Games, Marina Del Rey, California (July 2010 to May 2011)

Flash/Flex Programmer,

I developed immersive experiences as part of the MMO/virtual world **ACTION ALLSTARS**. I worked as a generalist on such code elements including network code, stand alone flash games, and optimizations.

- Optimized the world to consume 20 to 80% less CPU usage and increased framerate by at least 10% on low end machines by rewriting flaws in the rendering algorithm using my knowledge of flash and profiling memory leaks across thousands of lines of code.
- Created monthly seasonal content and missions based on existing game framework.
- Sole developer on client side implementation of "pets," an extremely popular feature.
- Created an ActionScript Box2D physics game that had the highest subscriber conversion rate of any other subscription up sell opportunity.
- Developed an engine and first mission for inventory, dialog and exploration based game series based on design requirements.
- Created real time multiplayer tower defense style game.
- Wrote SQL queries for business analytics and data entry and suggested design improvements based on this data.
- Designed user experiences and fleshed out game designs for in-world multiplayer games.
- Assisted 3rd party developers with debugging and integrating Unity games.

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Big Fish Games, Seattle, Washington (May 2007 to July 2010)

Game Developer,

I developed and helped project manage several social online casual games with a team of artists, designers, and testers per project as well as programmed any needed tools that were required.

- Programmed and shipped three java applet games, six flash games, and one java server; all of which stayed in the top 10 most played games for months after their launch. One of which (**UNWELL MEL**) was ported to a successful download title.
- Contributed in programming and shipped **AMAZON: HIDDEN EXPEDITION** for the iPhone/iPad. This title was featured by Apple for the iPad launch written in Objective-C. I developed the social achievement code, localization, and fixed bugs.
- Assumed the responsibility of lead game developer for a team of five developers. I wrote general technical specifications describing how games would communicate with the back-end servers. During this process I uncovered several potential issues that would have cost the company hundreds of man-hours to resolve. This led to assisting in integrating the engineering team's Agile development process into the Game Design team's work and communication flows helping improve communications between both groups, which had previously been disjointed.
- Shipped the facebook app **TREASURE QUEST**, which had over hundreds of thousands of users within its first month.
- Wrote and maintained a dev server environment and improved the team's build process.
- Assumed the responsibility of SDET and wrote testing code and QA tools; contributing to having one of the lowest bug counts on the team.
- Maintained and updated code written by third party contractors.

Education

DigiPen Institute of Technology, Redmond, Washington (2003 – 2007)

Bachelor of Science, Real Time Interactive Simulation (Computer Science)

Minor, Mathematics

Shipped Titles

- Resistance 3 (PS3 2011)
- Action AllStars (Online Flash MMO 2010)
- Treasure Quest (Flash for facebook 2010)
- Amazon: Hidden Expedition (iPhone/iPad 2010)
- Team Bingo (Maintained - Flash game and java server for Big Fish Portal 2009)
- SnowGlobe Slots (Flash game for Big Fish Portal/facebook 2009)
- Looking Glass Slots (Flash game for Big Fish Portal/facebook 2009)
- Diana Fortune and the Lost Temple of Gold (Java applet for Big Fish Portal 2009)
- L.O.B.E. (Flash game for Big Fish Portal/facebook 2009)
- Unwell Mel (Flash game for Big Fish Portal/facebook 2009)
- L.O.B.E. (Java applet for Big Fish Portal 2008)
- Unwell Mel (Java applet for Big Fish Portal 2007) - Download version available.

Independent Projects

- FeministIconVille (html/javascript with jQuery for facebook 2011)
- Random Joke or Fact (Lua, World of Warcraft plug-in 2010)
- Bikerz Brawl (C# for Xbox 360 using XNA 2008)
- Super Squirrel 2 (C++/OpenGL 2007)