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Profile

I am an experienced software development engineer with an emphasis on game development and entertainment programming. I am looking to relocate to the Los Angeles, California area.

Technical Experience

Actionscript 2.0 and 3.0 (FLASH) (5 years), C/C++ (8 years), Java, C#, Objective-C, DOS Batch, Python, PHP, Lua, JavaScript, SQL, MXML, Game Boy Color Assembly, Visual Basic, XML, HTML, CSS, ASP, DirectX, OpenGL, SDL, Win32 API, XNA Game Studio, UnrealEd, Source SDK, GameSWF (an open source equivalent of scaleform), SVN, Perforce, JIRA, Trac, fogbugz

Employment History

Big Fish Games, Seattle, Washington (May 2007 to Present)

Game Developer,

I developed 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.
- Delivered projects ahead of schedule despite using new programming languages such as ActionScript3, Java, and Objective-C.
- Assisted in programming and shipped Amazon: Hidden Expedition for the iPhone/iPad. This was a featured game featured by Apple for the iPad launch.
- 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.
- 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.
- Lead the team in emphasizing data mining and wrote several scripts to parse SQL data and released patches based on these user actions that were met with positive customer feedback.
- 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