

Senior Software Engineer and Game Designer

13 years of game design and full-stack software engineering experience

Creator and designer of innovative, award-winning games. Software engineer with strong architectural design skills and extensive experience working on complex projects. Communicates and collaborates well with technical and non-technical folks.

TECHNICAL SKILLS

LANGUAGES: C/C++, Swift, Obj-C, C#, Java, Python, ActionScript, Bash, SQL

TOOLS: Xcode, IntelliJ, Eclipse, Visual Studio, git, hg, svn, ant, mvn

PROFESSIONAL HISTORY

MOBILE DEVELOPMENT CONSULTANT – SAN FRANCISCO, CA

JANUARY 2016 - CURRENT

iOS consultant for “Body Labs”, a computer vision startup (recently acquired by Amazon).

- Developed numerous computer vision research apps focused on sensor data gathering (images, video, motion data) and synthesis.
- Responsible for rapidly researching and implementing projects based on new, nascent, and otherwise obscure technologies, including TensorFlow, WebRTC, Metal shaders, etc.
- Core developer on “Mosh Camera”, a commercially-released augmented reality app: take 2D pictures of people and drape them in 3D outfits and scenes.
- Created a handheld 3D point cloud scanning app, using the Occipital Structure sensor, for capturing and storing 3D scans of human bodies.

iOS consultant for “Figure 8 LLC”, a social startup in stealth mode

- Created a video chat app, using WebRTC technology, for an investor pitch.

INDEPENDENT GAME DEVELOPER – SAN FRANCISCO, CA

NOVEMBER 2012 - CURRENT

Sole designer, programmer, and project manager for *Antihero* (antihero-game.com), an original online multiplayer game for Mac, Windows, iOS, and Android. Winner of numerous industry awards.

- Original game design centered around strategically deep, short-session gameplay. “Civilization meets Hero Academy by way of Oliver Twist.”
- Featured on the App Store’s “Game of the Day”, “New Games We Love”, and in the top 10 “Top Paid Games”.
- “Best Strategy Game of 2017” - World of Games magazine; official selection in numerous events and shows, including Indie MEGABOOTH and PAX 10.
- Managed multiple art, animation, and audio contractors.
- Highly iterative design process. Frequent internal milestones and ongoing playtesting.

THREE RINGS DESIGN/SEGA – SAN FRANCISCO, CA**NOVEMBER 2007 – NOVEMBER 2012***Senior Software Engineer and Game Design Lead*

Led game design and development on a number of titles at Three Rings Design, a pioneer in the indie MMO world. Extensive engineering experience in all layers of MMO architecture.

Shipped Titles (partial list)

- *Corpse Craft* (itunes.apple.com) - single-player/networked multiplayer game for iOS, written in C++. I was the project lead, lead engineer, and lead designer on the game.
- *Doctor Who: Worlds In Time* ([wikipedia.org](https://en.wikipedia.org)) – a browser-based MMO. ActionScript client; Java backend. I was the lead engineer and lead designer of the “Intervention” system (the game’s core mechanic).
- *Whirled* (whirled.com) – social network/MMO/kitchen-sink thing. ActionScript & GWT frontend; Java backend. I designed and wrote a number of multiplayer minigames within Whirled.

Other Projects (partial list)

- *Flump* (tconkling.github.io/flump/) – exports keyframe animations from Flash into GPU-friendly formats.
- *Flashbang* (<https://github.com/tconkling/flashbang-starling>) – Flash game framework used in many Three Rings projects, including the Doctor Who: Worlds in Time MMO.

GAMELAB, LLC – NEW YORK, NEW YORK**AUGUST 2005 – SEPTEMBER 2007***Programming Team Director*

Managed the technical team of a prominent Manhattan-based game studio. Worked closely with both production staff and company management on issues ranging from asset pipeline procedures to high-level company strategy. Lead programmer on two shipped titles.

PERSONAL PROJECTS

- *Microtome* (<https://github.com/tconkling/microtome>). A multi-language serialization tool for game data.
- *Godmode* (AS3: github.com/tconkling/godmode-as3; Obj-C: <https://github.com/threerings/godmode>). An AI behavior tree with a clean API.

AWARDS & RECOGNITION

- *Official Selection* - PAX 10, 2017 - *Antihero*
- *Official Selection* - PAX East Indie Showcase, 2016 - *Antihero*
- *Finalist* - Indie Plus Awards, 2016 - *Antihero*
- *Winner* - Whipping Indie Cup, 2015 - *Antihero*
- *Official Selection* - Indie MEGABOOTH, PAX Prime 2015, PAX East 2015 - *Antihero*
- *Best Commercial Game* - Mochi Awards, 2009 - *Corpse Craft*

EDUCATION

Brown University, Providence, Rhode Island
Bachelor of Science in Computer Science, 2004

References available upon request.