

## Senior Software Engineer and Game Designer

### 11 years of collaborative game design and 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++, Obj-C, C#, Java, ActionScript, Python, Bash, SQL

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

### PROFESSIONAL HISTORY

#### INDEPENDENT GAME DEVELOPER – SAN FRANCISCO, CA

NOVEMBER 2012 - CURRENT

Designing, programming, and managing *Antihero* ([antihero-game.com](http://antihero-game.com)), a multi-platform asynchronous multiplayer game. Projected release in mid-2016.

- Original game design centered around strategically deep, short-session gameplay. “Civilization meets Hero Academy by way of Oliver Twist.”
- Ongoing marketing efforts including conventions, press outreach, a development blog, and a social media presence.
- Managing multiple art, animation, and audio contractors.
- Highly iterative design process. Frequent internal milestones and ongoing playtesting.
- AIR front-end; Python/Postgres backend. Hosted on Amazon AWS.
- Mac, Windows, iOS, Android. Cross-platform multiplayer.

#### 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](http://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](http://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](http://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* ([github.com](https://github.com)) – exports keyframe animations from Flash into GPU-friendly formats.
- *Flashbang* ([github.com](https://github.com)) – 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.

- Oversaw all code production at the company and served as engineer liaison with non-technical development departments.
- Responsible for making high-level decisions pertaining to company operations and strategy as a member of the Gamelab Director Team.
- Managed the Gamelab programmer hiring process: identified hiring needs, developed interview questions, conducted interviews, made hiring decisions.

### *Lead Game Programmer*

- Lead programmer on *Miss Management* (Windows/Mac OS X) and *Shopmania*, Gamelab's first C++ games. Worked closely with design, production, visual, and audio teams.
- Participated in all phases of game development from cradle to grave: concept generation, prototype development, production, post-release maintenance.
- Responsible for many core enhancements to Gamelab's licensed 2D game engine, including a scene graph, a sprite animation system, etc.

## **PERSONAL PROJECTS**

- *Quetzalcoatl Teaches Typing* ([aztec.bungleton.com](https://aztec.bungleton.com)). A multiplayer RTS/typing tutor game. Created in 2 days for the 2013 Global Game Jam. Code at [github.com](https://github.com).
- *Microtome* ([github.com](https://github.com)). A multi-language ORM tool for game data.
- *Godmode* (AS3: [github.com](https://github.com); Obj-C: [github.com](https://github.com)). An AI behavior tree with a clean API.

## **AWARDS & RECOGNITION**

- *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 - *Antihero*
- *Official Selection* - Indie MEGABOOTH, PAX East 2015 - *Antihero*
- *Best Commercial Game* - Mochi Awards, 2009 - *Corpse Craft*
- *Speaker* - Casual Connect, 2009 - "Borrowing From Hardcore"

## **EDUCATION**

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

References available upon request.