

SUMMARY

Software developer with 7+ years of experience in the videogames industry, with credits on five AAA titles (2004 - 2011). Demonstrated communication skills and solid programming, with specializations in asset management, software usability, user interface and experience design, and database administration.

TECHNICAL SKILLS

- C++, Objective-C, Maya C++/MEL, C#, Java, Pascal
- Perl, PHP, Flash ActionScript (CS3), Scheme (PLT, R5RS), SQL (MySQL, SQLite)
- wxWidgets, Win32, OpenGL, DirectX 9
- MS Visual Studio (2008/2005), Eclipse, UltraEdit32, Emacs/Vim/Notepad++
- Maya (2008/2009), Adobe CS4 (Photoshop, Illustrator, Flash), GIMP
- Perforce, Subversion, CVS

EDUCATION**Bachelor of Science in Computer Science****Northeastern University, College of Computer Science (2004)**

Concentrated focus in Human Computer Interaction and Programming Languages

Activities:

- Compass Computer Camp – Founder and Co-Chairman (2003 – 2004)
- ACM Student Chapter – President (2004) and Active Member (2000 – 2004)
- “Crew” Volunteer Systems Group – Member (2001 – 2004)

PROFESSIONAL EXPERIENCE**Tools Engineer**, Whitemoon Dreams, Inc.

Pasadena, CA (2010 – 2011)

- Worked on Helium Project; an open source game engine toolkit to help provide foundation technology and GUI tools for building game engines; <http://heliumproject.org/>

Tools Programmer, Insomniac Games, Inc.

Burbank, CA (2006 – 2010)

- Shipped: Ratchet & Clank Future 2: A Crack in Time (PS3); Resistance 2 (PS3); Ratchet & Clank Future: Quest for Booty (PS3); Ratchet & Clank Future: Tools of Destruction (PS3); and Resistance: Fall of Man (PS3)
- Led in the redesign and development of the visual asset browser, which made it quicker and easier for production to browse, preview, search and manage game assets
- Designed and implemented an asset management system, where files are referenced by a unique identifier rather than an absolute file path on disk, increasing file referencing flexibility
- Developed an asset version and dependency system, greatly improving build pipeline efficiency
- Aided in the implementation of a signature-based network build cache; which, used in conjunction with the dependencies system, dramatically decreased build times for production
- Implemented an exception reporting system that logged tools' crashes into a central

database, collecting statistics that allowed the team to make informed decisions when prioritizing fixes; the system was said to be invaluable for improving the stability of the tools

- Developed an extensible web interface for viewing and searching databases, to provide easy access to information about our tools installations and exception reports
- Spearheaded the effort to roll-out Maya 2009 to the production team, and helped to make this significant change in work-flow as painless as possible
- Wrote and maintained numerous Maya plug-ins, utilities and setups to aid in the art and animation pipelines, and to improve users' day-to-day experiences with Maya
- Redesigned the collision and material flagging tools in Maya, greatly reducing iteration time
- Aided the animation and engine teams in exporting animation blend shapes from Maya
- Helped deploy (and maintain) the company's internal wiki, jabber, and forums services to better facilitate communication and interdepartmental information sharing
- Helped to maintain vital systems and central services related to the tools, such as: Perforce server; Game/Code build servers; and Error/Exception reporting database

Application Developer, Turbine, Inc.

Westwood, MA (2004 -2006)

- Shipped: Dungeons & Dragons Online: Stormreach (Windows PC)
- Led in the design and development of the new online account management system, which allowed players to create and manage all of their game subscriptions from one simple and secure site
- Created custom game installers for Dungeons & Dragons Online (DDO) and Lord of the Rings Online (LotRO) using a free installation builder, saving thousands of dollars on licensing fees
- Aided in the design and implementation of the new DDO and LotRO game launchers, to better streamline the patching process and reduce wait time for players entering the game
- Worked closely with the release engineering team to integrate the new game installers and launchers into the automated build process
- Assisted QA in creating and maintaining test plans, provided them with technical support during testing cycles, and was responsive to feedback and bug fixing

Web Designer, Northeastern University - College of Computer Science

Boston, MA (2002)

- Worked with administration to renovate and reorganize the College's outdated web site
- Designed the new site for cross-browser compatibility and accessibility for persons with disabilities, following the W3C HTML/XHTML standards

Software Developer, Draper Laboratory

Cambridge, MA (2001 - 2002)

- Aided in the development of the Data Communication Interface (DCI), between gun station and internal hardware of a high precision, telemetry guided, long-range missile
- Proposed and implemented a method for unit testing for the DCI

User Interface Designer, The Joslin Diabetes Center

Boston, MA (2000 - 2001)

- Created the user interface for Joslin's electronic medical records system
- Held group and one-on-one software training sessions for the clinic's 20+ physicians and over 100 medical specialists and clinical team members of varying levels of technical ability