

Game Engineer

3 years of collaborative software development experience

A creative game engineer with strong object-oriented design skills. Communicates and collaborates well with technical and non-technical folks. Able to rapidly acquire new language and tool skills. Passionate about games.

TECHNICAL SKILLS

LANGUAGES: C/C++, C#, Objective-C, Java, Lua, XML, ActionScript, Python, Scheme

DEV. PLATFORMS: Windows (Win32, .NET), Mac OS X (Carbon, Cocoa), Nintendo Wii

TOOLS: Visual Studio, Xcode, Codewarrior, Photoshop, Subversion

PROFESSIONAL HISTORY

GAMELAB, LLC – NEW YORK, NEW YORK

AUGUST 2005 – PRESENT

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.

IMPACT: Significantly improved Gamelab's technical maturity, processes, and inter-department communication. Architected lasting, process-changing modifications to the company's internal game development codebase.

- 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.
- Recommended and established relationships with middleware software vendors to fulfill specific technology needs.

Lead Game Programmer

- Lead programmer on *Miss Management* (Windows/Mac OS X). Also responsible for the soon-to-be-released *Miss Management* Mac port.
- Lead programmer on *Shopmania* (Windows), Gamelab's first C++ game. 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 implementation, a sprite animation system, and powerful data description facilities.

IBM, INC. – NEWARK, DELAWARE
2005

DECEMBER 2004 – JUNE

.NET Software Developer

Worked with a 30+ developer team in the IBM Microsoft Practice on a custom three-tier software project for a major credit card bank.

- Architected and implemented numerous vital components of the C# .NET client architecture, including its security mechanism, eventing system, and asynchronous Web Service interface.

INDEPENDENT SOFTWARE DEVELOPMENT

GNOMEZ ENGINE
2005

SEPTEMBER 1998 – DECEMBER

Designer, Programmer

Gnomez is a 2D sprite-based game engine for the Mac. It's entirely data-driven, and includes a sprite editor and level builder. The engine is fully scriptable: each game entity is driven by its own Lua script. An extensible eventing system allows entities to define, create, and respond to events in order to communicate with the engine and other entities.

- All content (art, animations, levels, and Lua script) can be dynamically reloaded by the engine while a game is in progress, reducing the time required for asset integration.
- Includes powerful, user-friendly editors with features such as unlimited undo/redo, History view, etc.

WINDOWDRAGON

NOVEMBER 2004 - PRESENT

Designer, Programmer

WindowDragon is a "haxie" that patches Mac OS X applications as they are launched, and allows users to drag and resize windows by clicking anywhere in a window's structure, instead of being limited to just the title bar and resize handle.

- WindowDragon was released in 2004 and is now open source, under the BSD license.

SOFTWARE PORTFOLIO

Details on professional and independent software projects at:

<http://www.elevenmaple.com/tim>

EDUCATION

Brown University, Providence, Rhode Island
B.S. in Computer Science, 2004

REFERENCES

Excellent references available upon request.