

Languages & Technologies

- Windows and Linux development
- C#, F#, C++, some Python, some Java, some SQL, some Bash scripting
- JSON, WPF
- Visual Studio Pro/Community (2005 – 2017), Visual Studio Code, Unity 3D, Git, Perforce, JIRA, SQL Server Management Studio, Visual GDB

Employment History

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|--|---|----------------------------|
| Senior Software Engineer | [Undisclosed Employer]
(San Diego, CA) | 2017 Mar – Present |
| <ul style="list-style-type: none">• Lead developer of suite of high-performance C/C++ OEM software SDKs for Linux and Windows platforms, used to communicate with a RESTful API to retrieve detailed security information about URLs, IP addresses, mobile apps, files, etc.• C# programming of AWS Lambda modules and Windows services, designed to process and update large-scale databases containing reputation scores and threat levels for IP addresses, URLs, and files worldwide. Software technologies involved multi-threading and concurrency, queueing mechanisms (ConcurrentQueue/BlockingCollection/message queues), .NET Core set-up and programming, data access algorithms (including a few custom stored procedures in MySQL), and the use of native C++ libraries. | | |
| Senior Software Engineer | NTN Buzztime
(Carlsbad, CA) | 2014 Apr – 2017 Jan |
| <ul style="list-style-type: none">• Chief custodian of .NET platform services back-end, including architecture design and C#/F# programming. Technologies included SOAP services, REST (Web API 2) in C# (asynchronous async/await/Task paradigm) and F# (message/mailbox queues, async workflows), business object abstraction and data access and business logic compartmentalization, SQL database transactions, and JSON parsing and serialization.• Developed a complete REST security model based on Amazon's S3 authorization technology.• Extensive unit testing and database mocking for data access layer and business logic (MSTest, Xunit).• Chief platform services contact for overseas partners in India, UK, and Ukraine.• Unity 3D game engine concept prototyping and MonoBehaviour programming. | | |
| Senior Programmer | Kung Fu Factory
(Los Angeles, CA) | 2010 Apr – 2014 Jan |
| <ul style="list-style-type: none">• Chief programmer of .NET tools and libraries, Maya Python tools, and 3ds Max MaxScript tools for artists and designers in US and Japan. (C#, F#, Python, MaxScript)• Fully implemented the FaceGen C++ API into Sony's PhyreEngine for real-time facial geometry morphing and texture map modification in the <i>Spartacus</i> fighting game.• Programmed an in-house animation state transition utility, used by designers to implement event-driven animation state machines. (C#, WinForms)• Developed rigging, pre-processing, clean-up, exporting, asset validation, and asset review tools. | | |

Senior Programmer **Red 5 Studios** **2007 Nov – 2010 Jan**
(Irvine, CA)

- Sole technician for modeling and animation art teams. Developed exporters, skinning plug-ins, cross-application communication tools, rigging and skinning tools, automated naming convention and organizational enforcement, automated version control, image format converters, console and WinForms GUI applications, et al. (C++, C#).
- Developed a restriction paradigm that hid or revealed specific toolsets based on a user's function within the company.
- Made numerous improvements and enhancements to the in-house C++ API mesh and animation exporters, vastly improving their usefulness and greatly diminishing the rate of user error.

Lead Character Art Technician **Sigil Games Online** **2002 Apr – 2007 May**
(Carlsbad, CA)

- Senior character art technician, pipeline developer, and all-around mentor/support artist for the *Vanguard: Saga of Heroes* MMO character team.
- Character art pipeline development from the ground up, Maya C++ API and MEL art and version control tools, and Maya and MEL scripting tutelage for senior and associate artists.
- Established 90+% of the character art pipeline, emphasizing efficiency and the maximization of productivity with an average of five character artists (including animators).
- Developed numerous console applications and GUI tools for use by non-programmers.

Lead Character Artist **Sony Online Entertainment /**
Verant Interactive **1996 – 2002 Apr**
(San Diego, CA)

- Lead_character artist and art technician on *EverQuest*. Responsibilities comprised the creation of roughly 99% of the character models, skeletons, binding, and UV mapping for *EverQuest* and its three succeeding expansions.
- Developed numerous artist and designer productivity tools.

Senior Artist **Sony Computer Entertainment** **1993 – 1996**
(San Diego, CA)

- Senior artist on Playstation *NFL GameDay* and *NCAA Gamebreaker* titles. Responsibilities comprised environmental modeling and texturing, logo and font replication, weather effects, and assorted supplemental graphics.

Education

- University of California at San Diego (some coursework completed) 1987 – 1990

References

- Brad McQuaid, Chief Creative Officer, Visionary Realms brad@visionaryrealms.com
- Daryl Pitts, President, Kung Fu Factory daryl@kungfufactory.com
- Adam McMahan, Art Director, Ultrabit amcmahon@gmail.com