

## Shipped Game Titles (highlights)

### *The Unmaking*

- 2014, Amazon Kindle Fire

### *Pirates of the Caribbean 3*

- 2007, NDS (lead developer)

### *LEGO Star Wars 2*

- 2006, Gameboy Advance

### *The Sims 2*

- 2005, Nintendo DS

For additional game and engine credits please see my rap sheet on [MobyGames.com](http://MobyGames.com)

## Education

Bachelor of Engineering and Society from McMaster University

Formal training as Software Engineer

Multiple entrance scholarships and Dean's Honour List standing

## Skills

Expert in C++ and templates, Objective-C, Python

Experienced in C#, Java, Lua, PHP, JavaScript, ARM assembly and others

Able to quickly master any language and toolchain

## Interests

Improv comedy performer with *Theatresports* at Seattle's Pike Place Market

Stage performer and director with various community theatre groups around Seattle

## References

Available upon request

## Work Experience

### Senior Game Developer at AMAZON.COM

2014  
↓  
Present Senior engineer on Cloud Canvas, responsible for a new framework integrating AWS with the Lumberyard Game Engine, making cloud features accessible for game developers and inventing new turnkey cloud components for games

Two years as senior engineer on *Crucible*, a AAA game under development, mentoring junior programmers while developing key C++ engine infrastructure to be used in a cutting-edge multiplayer shooter

Technical areas of responsibility include reflection and code-generation, low-level optimization, entire UI pipeline, networking, memory management, tooling and more

### Senior Software Engineer at DECARTA

2009  
↓  
2014 Developed next-generation mapping systems for mobile handsets

Ownership of cross-platform client application and OpenGL 3D graphics engine for multiple mobile targets (Android, iOS, Blackberry, others)

Developed 3D graphics and animation systems for beautiful, responsive maps that could efficiently stream and cache an entire planet of data

### Senior Software Engineer at UBERMIND

2009 Developed a unique 3D mapping system used on *Priceless Picks*, an iOS marketing application for MasterCard

Created and supplied an advanced, proprietary 3D mobile gaming engine used on multiple projects in the studio

Provided leadership and expertise on all aspects of mobile software development

### Software Engineer at ARENANET

2007  
↓  
2009 Developed client software in C++ for a next-generation game networking platform

Created a scriptable and moddable UI framework using Qt and Lua

Developed a network messaging framework and remote Lua debugger using Boost sockets

### Lead Programmer at AMAZE ENTERTAINMENT

2005  
↓  
2007 Developed video game software to run on embedded platforms, including Nintendo Gameboy Advance and Nintendo DS

Wrote code in C, C++ and assembly for ARM7 and ARM9 chipsets

Worked on highly publicized release titles for clients including Disney and Electronic Arts

Promoted to lead in 2006, in charge of development on teams ranging from 10 to 15 people

Responsible for scheduling, mentoring, and developing error-free code at commercial quality standards

### Software Engineer at HUMOR RAINBOW INC.

2004  
↓  
2005 Developed and maintained web applications for the company's website, OkCupid.com

Used C++ with the company's proprietary web server to build efficient and asynchronous remote processes

Applied advanced mathematics and statistics to user matching algorithms, optimizing code performance across hundreds of thousands of users across multiple databases