

Dan Posluns, B. Eng. & Scty.

Bachelor of Software Engineering and Society

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→ Shipped Game Titles (Nintendo DS, Gameboy Advance)

- **Lead Programmer:** *Pirates of the Caribbean 3* (2007 Nintendo DS)
- **Programmer:** *LEGO Star Wars 2* (2006 Gameboy Advance), *The Sims 2* (2005 Nintendo DS)
- **Additional Programming/Tools Development:** *High School Musical 3* (2008 DS), *Spore* (2008 DS), *Disney Friends* (2007 DS), *The Simpsons* (2007 DS), *LEGO Star Wars 2* (2006 DS), *Eragon* (2006 DS)

→ Education, Skills and Credentials

- Formally trained as a Software Engineer at McMaster University (graduated 2003, Bachelor of Engineering and Society)
- Strong problem-solving skills using a wide variety of programming languages and computer platforms
- Primary technical skills and experience include:

C++ system architecture (OOP, templates, STL, Boost)	Assembly-level optimization (ARM, Thumb, MIPS)
iPhone development (Objective-C, Cocoa, Open GL ES)	Web and database development (MySQL, SQLite)
Multithreaded programming with POSIX and Boost	Network programming with Boost and sockets
Tools development (Maya plugins, command-line)	Scripting languages (especially Python, Lua and PHP)
3D graphics and effects programming (OpenGL)	Algorithm design and selection, timing analysis
Game system programming (pathing, AI, FSM, etc.)	Build process (GNU toolchain, makefiles)
Embedded system/custom hardware development	3D math, physics and system design (splines, camera, etc.)

→ Work Experience

DECARTA

Senior Software Engineer

October 2009 to Present

- Developing next-generation mapping systems for mobile handsets and personal navigation devices
- Applying 3D graphics and game development techniques to location-based services
- Creating new and innovative design and architectural strategies for competition in the handheld mapping product space

UBERMIND

Senior Software Engineer

March 2009 to October 2009

- Developed a unique 3D mapping system used on *Priceless Picks*, an iPhone marketing application for MasterCard
- Supplied an advanced, proprietary 3D mobile gaming engine being used on multiple projects in the studio
- Provided leadership and expertise on all aspects of mobile software development

ARENANET

Software Engineer

November 2007 to March 2009

- Developed client software in C++ for a next-generation games networking platform
- Created a scriptable and easily modifiable UI framework combining Qt and Lua
- Evaluated, selected and used third-party libraries to meet rapid development and cross-platform requirements
- Developed a network messaging framework and a remote Lua debugger using Boost sockets

AMAZE ENTERTAINMENT INC.

Software Engineer

February 2005 to October 2007

- Promoted to Lead Programmer in 2006, in charge of development on teams ranging from 10 to 15 people
- Developed video game software to run on modern embedded platforms including Nintendo Gameboy Advance and Nintendo DS, coding in C, C++ and assembly for ARM7 and ARM9 chipsets
- Developed orthogonal, self-contained utilities in areas such as 3D camera, particle engine, XML data binding, animation cataloguing, model feature unification and more for use in studio-wide engine
- Created Maya plug-ins with C++ backends to support particle engine and animation cataloguing
- Rewrote and further optimized the studio's on-the-fly decompression system (already in assembly), reducing the impact of one of the biggest performance offenders in all of the studio's games by 30%
- Worked on major release titles for internationally-renowned clients including Disney and Electronic Arts
- Responsible for scheduling, mentoring, and developing error-free code at commercial quality standards

HUMOR RAINBOW INC.

Software Engineer

May 2004 to February 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 procedures
- Applied advanced mathematics and statistics to algorithm design, while optimizing code speed
- Built scalable applications designed to run on multiple web servers connecting to multiple database servers

D.A.E. CONSULTING INC.

Contract Software Designer

June 2002 to May 2004

- Contracted software work for Truancy Tracking, a truancy monitoring system used in over 80 high schools
- Responsible for creating an entire system to synchronize and run Truancy Tracking on the PocketPC
- Technologies and languages used included: Visual Basic, XML DOM, JavaScript and SQL
- Helped redevelop the core schema and interface as a new Web-based application with PHP and MySQL

MCGRAW HILL RYERSON

October 2003 to November 2003

- Designed and developed an employee benefits statement that performed complex queries on data extracted from various proprietary data systems, saving the company up to \$20,000 annually since 1998
- Returned in 2003 to retool both the data acquisition module and the report generator to produce superior, professional-quality pamphlets that greatly exceeded the quality available from other contractors

→ **Management and Entrepreneurship Experience**

LITTLE DREAMS THEATRE COMPANY

Owner and Executive Director

June 2001 to August 2002

- Created a volunteer community theatre group
- Designed the company's image and logo, and established its presence in Hamilton, Ontario
- Successfully produced three shows before retiring as Executive Director in August, 2002
- Directed and produced simultaneously the entire production process from script to stage for *Into the Woods*
- Owned tasks such as licensing, selecting and renting the theatre, arranging space for rehearsal and set construction, etc.
- Arranged funding from corporate sponsorship, personal investment, donations and other sources
- Arranged and designed promotional material in newspaper advertisements, flyers, Web page and posters
- Professionally handled any and all production crises that arose

KETTLEBY VALLEY DAYCAMP

Emergency Response Director

Summer, 2001

- Responsible for developing a comprehensive program for responding to emergencies on site
- Developed a First Aid/CPR curriculum custom-tailored to the camp staff, and implemented it for staff training
- Organized and ran the camp's infirmary and was on-call at all times to handle emergencies
- Filled in other various staff roles on occasion, such as Swimming Instructor, Drama Instructor and Lifeguard
- Developed and ran First Aid-related activities with campers

Aquatic Director

Summer, 1999

- Responsible for scheduling, managing the aquatic staff, and running a comprehensive swimming program
- Initiated new safety standards for the camp, including an aquatic staff manual and accident report forms
- Designed and ran staff training sessions, including a CPR course/First Aid Clinic for the entire camp staff
- Assisted the nurse in handling several onsite basic trauma emergencies
- Developed the initial design of the camp's Web page
- Initiated and contributed to rainy day activities, designing a camp chatbook, plays and sketches, etc.

→ **Interests, Awards and Achievements**

- Shipped *iProv*, a free iPhone reference application using Cocoa and Objective-C, available at <http://www.iprov.org> (2009)
- Attained Dean's Honour List standing in 1998-1999 at McMaster University
- Awarded scholarships from McMaster University (entrance scholarship), McMaster University Engineering Society (George and Nora Elwin Merit Award), York Memorial Collegiate Institute (A.G. Gillespie Award), and McGraw Hill Ryerson (Pat Vidler Scholarship) in 1998
- Theatresports ensemble member, regularly performing improv comedy at Seattle's Pike Place Market
- Stage performer in plays and musical theatre with various community theatre groups around Seattle
- Previously certified instructor of First Aid, CPR, lifeguarding, swimming and aquatic emergency care with credentials as a first responder and in basic trauma life support
- Written three great novels that have utterly failed to see the light of day
- Additional hobbies include water activities, biking, magic and stage hypnotism

References available upon request