

Shipped Game Titles (highlights)

- The Grand Tour Game*
 - 2019, PS4 & Xbox One
- 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

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, high-level to low-level

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

present • Senior Software Engineer at AMAZON.COM

Current: Senior engineer on the core systems team for the Lumberyard game engine, responsible for developing foundational C++ engine technology (memory, threading, etc.)

2 years: Senior engineer on Cloud Canvas, responsible for the framework integrating Amazon Web Services with the Lumberyard Game Engine, making cloud features accessible for game developers and inventing new turnkey cloud components for games

2 years: 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

2014 •

Senior Software Engineer at DECARTA

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's worth of data

2009 •

Senior Software Engineer at UBERMIND

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

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

Leadership and expertise across company on all aspects of mobile software development

2009 •

Software Engineer at ARENET

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 cross-platform network messaging framework and remote Lua debugger using Boost sockets

2007 •

Lead Programmer at AMAZE ENTERTAINMENT

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 from 10 to 15 people

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

2005 •

Software Engineer at HUMOR RAINBOW INC.

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

Used C++ to build efficient and asynchronous remote processes operating efficiently across multiple databases of hundreds of thousands of users

2004 •