

SOFTWARE ARCHITECT, EDUCATOR, TEAM BUILDER

Strong Design and Technical Background

- ✓ Experience designing, implementing and supporting applications within a multimillion dollar global corporate environment.
 - ✓ Proven track record of overseeing teams on mission critical projects.
 - ✓ Over 15 years of software development experience in a variety of business sectors and technologies.
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SKILLS

Languages

- 8088 Assembly
- Actionscript (AS2 / AS3)
- C++
- C#
- HTML, CSS, Javascript
- Lisp / Scheme
- LUA
- SQL
- Unrealscript
- Visual Basic
- XML

Frameworks

- ASP.NET
- ATL / MFC / WTL
- CLIK
- COM
- DirectX
- .NET
- OpenGL
- SOAP
- STL
- XDK

Tools / Engines

- Adobe After Effects
 - Adobe Photoshop
 - Adobe Premiere
 - Adobe Flash / Scaleform GFx
 - GIT / Perforce / PVCS / SVN
 - Microsoft Office
 - UML
 - Unity3D
 - Unreal
 - Visual Studio
 - Visio
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EMPLOYMENT HISTORY

FIRAXIS GAMES, Hunt Valley, MD

2008 - present

Sr. Game Programmer & Game Designer, (Occasional Voice Talent)

Working across multiple projects as a lead programmer; tasking 4 to 6 colleagues per project.

- Lead Engineer for the UI team on Civilization 6.
- Co-lead and architect for UI team on "XCOM: Enemy Unknown" for PC, Xbox 360, and PS3, utilizing C++, Unrealscript, Scaleform, and Flash.
- Lead programmer for various game prototypes and emerging technologies including early Kinect.
- Programmer for CivWorld a Sid Meier Facebook Game utilizing C, C++, MSSQL, and Flash.
- Programmer for Haunted Hollow a Unity3D-based iOS title on iPad and iPhone.
- UI Programmer Civilization: Beyond Earth utilizing C++, and LUA.

TRONSTER HARTLEY CONSULTING, Baltimore, MD

2006 – present

Consultant

Worked with a variety of clients in various industries, including:

- **University of Baltimore**, Baltimore, MD, 2012 – Adjunct Professor for Simulation & Digital Entertainment program.
- **University of Maryland Baltimore County**, Baltimore, MD, 2009 – Adjunct Professor for Interactive Media program.
- **Spare Backup, Inc.**, Palm Desert, CA – Designed and developed within a team a port of shrink wrapped client software from C++ to C#. Additional technologies: MFC, .NET, MSSQL, SOAP.
- **Fundamental**, Sparks, MD - Enhanced a variety of internal reporting and external web-site applications for this national health care provider. Established technical criteria and conducted interviews for full time position. Technologies: ASP.NET, C#, Oracle.

BREAKAWAY GAMES LTD., Hunt Valley, MD

2007 - 2008

Game Programmer

Worked within a team to develop AAA titles and serious games for the PC and Xbox 360.

- “Command and Conquer 3: Kane’s Wrath” - Built a new user interface (UI) in both PC and 360 console SKUs; accomplished utilizing C++, Flash, and XML within a publisher’s proprietary toolset.
- Led user interface prototype for a serious game simulation.

THOMSON PROMETRIC, Baltimore, MD (Formally Sylvan Prometric)

1998 - 2006

Senior Software Engineer

Managed a variety of responsibilities in order to meet client objectives in authoring and delivering of computer based testing solutions.

- Led a team of 12 developers on creating, extending, and supporting a full scale COM based application that is utilized on 10,000+ PCs around the globe to deliver over 1,000,000 electronic exams a year.
- Architected multiple systems for Prometric’s computer based testing product. Projects spanned development cycles of 6 months to 3 years, and leveraged various Microsoft technologies including C#, ASP.NET, XML, CryptoAPI, and Microsoft Message Queuing (MSMQ).
- One of four inventors of the patent for Prometric’s Extensible Exam Language (XXL) Protocol for Computer Based Testing (Docket No.26119.146). Lead programmer on the language compiler.

ACTIVITIES

- **Speaker:** Ignite, Schools, Conferences, etc...
- **MAGFest Indie Showcase**, founder & lead
- **Baltimore IGDA**, co-founder & former chair
- **GDC**, conference associate (CA) 10+ years
- **Matrix & Quaternion FAQ**, contributor
- **ACM**, OWU chapter president

EDUCATION

MCAD .NET, completed exams 70-316, 70-315, 70-320
BA Computer Science, Ohio Wesleyan University, OH, 1998
Diploma, Gilman School, MD, 1994