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| Jason Weiler | **267-882-6694**  **jason@jasonweiler.com 6916 15th Ave. NE** **Seattle, WA 98115** |

Summary: Over 17 years of professional software engineering experience with a solid track record of completing critical path projects on time.

**Professional Skills:**

**General:** I work well within dynamic engineering teams with evolving requirements. I have extensive experience with cross platform development both inside and outside of the games industry. I am also adept at debugging hard, low-level problems including multithreaded race conditions, memory corruption, and optimized binaries.

**Languages:** C/C++ (20 yrs) **•** Java (3 yrs) **•** x86 assembly (5 yrs) **•** UnrealScript (6 yrs) **•** Lex/Yacc (3 yrs)  
Familiar with: PowerPC, SPU, & 68k assembly **•** SQL **•** Python **•** ECMAScript **•** Various shell scripts.  
Atrophying: ActionScript **•** InstallScript (2 yrs) **•** HTML **•** MEL Script **•** PHP

**Technologies & SDKs:** Network Programming **•** Wwise **•** Unreal Engine 3 **•** Havok Physics & Animation **•** XDK **•** Kinect **•** wxWidgets **•** STL **•** Win32 APIs **•** DIA **•** SSE & Altivec intrinsics **•** Visual Studio SDK

**Hardware & Platforms:** Windows **•** Android **•** Xbox360 **•** Playstation 3 **•** Linux **•** M68330 and SPARC-based digital cable set-top boxes

**Tools:** MS Visual C++ **•** XCode **•** gcc **•** clang **•** make **•** PIX **•** PS3 Debugger/Tuner **•** Cygwin **•** Perforce **•** Source Insight **•** UltraEdit **•** Eclipse **•** PC-Lint **•** IDA Pro **•** Glowcode

**Experience:**

**PopCap Games/Electronic Arts, Seattle, WA**

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| Senior GameTech Engineer | Jan 2012 – Present |

* Ported the PopCap framework to Android and JavaScript (via Emscripten).
* Shipped *Bejeweled Blitz* for Android.
* Shipped *Plants vs. Zombies 2* for multiple platforms.

**Electrolab Games, Seattle, WA**

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| Senior Engineer – *Fight Camp* | July 2011 – Nov 2011 |

* Shipped several revisions of *Fight Camp* – Electrolab’s Facebook game.
* Wrote several scripts to facilitate deployment and verification of both client and server software.
* Implemented server improvements including increased scalability, SQL optimization, and unit tests.

**Airtight Games, Redmond, WA**

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| Senior Engineer – *Murdered: Soul Suspect* | May 2010 – May 2011 |
| Lead Engineer – *DancePants* | Feb 2010 – May 2010 |

* Integrated real-time data from the Kinect camera hardware into UnrealEd which facilitated real-time motion capture, analysis, and playback.
* Implemented a graphical imposter system for the Unreal Engine 3.
* Wrote a real-time freeform deformation system for Unreal skeletal meshes including an import path from Maya using MEL script.

**Surreal Software/Midway Games/Warner Bros. Interactive, Seattle, WA**

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| Lead Engineer – *This is Vegas* | July 2008 – Feb 2010 |
| Senior Engineer – *This is Vegas* | May 2005 – July 2008 |

* Led the physics and vehicles team including coordinating tasks with production and reviewing performance of my team members.
* Developed *This is Vegas* for Xbox360, PS3, and PC using a heavily modified Unreal Engine 3.
* Led the Stability Strike Team targeting problems in our technology base and development culture.
* Wrote and maintained an Unreal Engine expression evaluator add-in for Visual Studio that worked for both Win32 and Xbox360 development. Now maintained at <http://www.fnameaddin.com>
* Designed, and led a team that implemented, the integration of Havok Physics that supported many custom features not in the stock Havok Physics SDK.
* Wrote several plugins for the Havok Visual Debugger
* Implemented vehicles and vehicle damage systems for the *This is Vegas* project.
* Extensive experience modifying the base Unreal Engine 3 and tools including custom editors, script compiler customization, optimizations, and gameplay features for both Xbox360 and PS3.
* Wrote an SPU disassembler module for IDA Pro to familiarize myself with SPU instructions.

**Jazwares , Inc., Sunrise, FL**

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| Contract Engineer | May 2005 – Aug 2005 |

* Developed a small MS Windows application for the *Disney Dream Sketcher* product to download and print user-created image.

**Digital Video Arts, Ltd., Fort Washington, PA**

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| Senior Engineer | June 2001 – Apr 2005 |

* Lead architect and programmer for *VODlink MediaMerge* – a custom MPEG2 asset creation processor.
* Rewrote and greatly improved the *VODscript* compiler – used development of VODlink ITV applications for digital cable television set-top boxes.
* Designed and implemented specifications for packing the large amounts of DVD metadata into the limited-bandwidth data transport streams found in digital cable systems.
* Acted as point of contact for outside developers both domestically and in China.
* Wrote a DVD virtual machine for *VODlink* product including a DVD machine language compiler.
* Developed custom disassembly manipulation scripts to ease debugging M68k-based ports.
* Developed and maintained non-trivial installers for all *VODlink*-related products.
* Encouraged continual analysis and revision of the tool GUIs to better meet client needs.
* Spearheaded code portability initiatives within the *VODlink* engine group.

##### TimeSink, Inc. (formerly Epicenter, Inc.), Harrisburg, PA

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| Software Engineer | Jan 1997 – Mar 2001 |

* Developed and shipped *WarSport*, a multiplayer, online-only, real-time strategy game.
* Created lightweight, multithreaded, multiprocess-shared client-side database.
* Developed an ISP registration client that could connect using a variety of networks.
* Primary developer of a library to download, manage, and display in-game advertising.
* Implemented the LZW compression algorithm as part of a web-based, server-side image converter.

**Education:**

##### Rensselaer Polytechnic Institute

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| Bachelor of Computer Science, Minor in Electronic Arts | Sept 1992 – Dec 1996 |

**Personal Interests:** Video games • Reverse engineering • Compiler writing • Snowboarding • Soccer • Travel