

# Shane A. Whitfield

## Game Developer

### Contact Information

---

Phone: (425) 830-2699  
E-mail: shane@shanewhitfield.com  
Web: www.shanewhitfield.com

### Skills

---

#### *Programming Languages:*

C, C++, C#, Lua Basics

#### *Software Development Tools*

Perforce, SVN, Visual Studio, Code Warrior

#### *Programming SDK's*

Unreal 3 Basics, Granny Basics, Unity Basics

### Education

---

**B.S. Real Time Interactive Simulation (Computer Science)** 2003  
Digipen Institute of Technology, Redmond, WA

### Game Industry Employment History

---

**Gameplay Engineer** (Game-Play Systems) Dec 2009 - Current  
**Snowblind Studios, Bothell, WA**

**Game Title: War In the North**

**Platforms: PS3, Xbox360, and PC**

- Re-architected game systems for instance-oriented AI and player companion AI.
- Setup code review process
- Reworked combat system to resolve through Lua and educated designers on this system.
- Initiated large code cleanup.

**Software Engineer** (Tools, Runtime, Game-Play Systems, and Code Reviewer) 2007 ~ 2009  
**Loose Cannon Studios, Kirkland, WA**

**Game Title: Tornado Outbreak (Shipped)** (Team Size: 30)

**Platforms: Xbox360, PS3, and Wii**

- Iterative game-play systems (Missions, Player Movement, Skills, Achievements etc.)
- Provided tools, runtime, and content support for FX system
- Liaison for Aristen, an FX tool creation company
- Implementation engineer for runtime systems (Animation, FX, Camera, Localization etc.)
- As a Code Reviewer, reviewed coworkers pre-submitted code to ensure simple logic, coding standards, and quality commenting

**Software Engineer** (Skill System and Game-Play Prototyping) 2005 ~ 2007

**Sony Online Entertainment, Bellevue, WA**

**Game Title: The Agency** (Team Size: 80)

**Platforms: PC and PS3**

- Led, designed, and maintained skill system to ensure quick and easy content creation.
- As Skill System Lead, managed skill group's tasks and facilitated communication with studio executive leads.
- Assisted in game-play prototyping using UnrealScript and the Unreal 3 Engine.

**Software Engineer** (Combat, Abilities, and Client code)

2003 ~ 2005

**Monolith Productions, Kirkland, Wa**

**Game Title: The Matrix Online (Shipped)** (Team Size: 105)

**Platforms: PC**

- Maintained, designed, and programmed (using LIVE-design) combat and ability system.
- As Combat Strike Team Lead, managed combat tasks and meetings.
- Assisted in creating an ability system foundation and ability execution pipeline using C/C++ and Python.
- Designed and executed ability/item balance and validation.
- Managed, led, and provided solo engineering support for major combat/abilities revision.

## Side Projects

---

**Systems/Game Engineer and Designer**

**Game Title: (In Progress) Zombieship** (Team Size: 2)

**Platforms: Xbox Community**

- Designed game-play for simple 2D action game
- Created 2D XNA engine with Silverlight-authored animations and XML-authored game objects.

**Systems Engineer**

**Game Title: (In Progress) Confidential** (Team Size: 3)

**Platforms: Facebook**

- Implemented Silverlight client following desired design.
- Added server support using Google App Engine.

**Systems/Game Engineer and Designer**

**Game Title: (In Progress) Infectious** (Team Size: 3)

**Platforms: iPhone**

- Designed core game-play and touch controls for a RTS / Tower Defense iPhone game
- Implemented core engine architecture and game play mechanics.

## References

---

**Scott Bilas** – Lead Software Engineer (Loose Cannon Studios)

**Mark Seminatore** – Lead Software Engineer (Monolith)

**Terry Frangidakis** – Software Engineer (Loose Cannon Studios, Sony Online Entertainment, Monolith)

**Andy Seavy** – Designer / Game Engineer (Loose Cannon Studios, Sony Online Entertainment, Monolith)

**Mohan Rajagopalan** – Designer (Loose Cannon Studios)

\* Referenced contact info available on request.