

# Colt McAnlis

Senior Staff Developer Advocate at Google

---

## Summary

Currently a Developer Advocate at Google focusing on performance and data compression.

### Advocacy Experience:

- \* Scaling outreach and education for APIs, Toolchains and products with developers
- \* Management of BD based work with partners / vendors
- \* Management and leading of strike-teams for internal fire-fighting (did I really type that?)
- \* Public speaker, video creator, social data. etc etc.

### Game development Experience:

- \* Has worked as a professional graphics programmer since 2003.
- \* Experience with XBOX 360 (heavy), XBOX(light), and PS2(light) programming.

[Content truncated]

---

## Experience

### Developer Advocate at Google

August 2011 - Present

Developer Advocate at Google focusing on Performance and Game Development across the Android and Chrome platforms.

Does lots of crazy stuff that doesn't fit into regular classifications for a role. Engineering, tools, partner work, videos, articles, blog posts, project management, team management, toaster repair, public speaking, ghost removal, and massive, massive amounts of fire-fighting.

### Senior Graphics Programmer at Blizzard Entertainment

May 2009 - July 2011 (2 years 2 months)

Senior graphics programmer on Hearthstone : Heroes of Warcraft

Built entire multithreaded rendering engine and asset pipeline; Maya Plugins; Physics integration.

### Adjunct Professor at SMU

August 2004 - May 2009 (4 years 9 months)

Courses Taught :

Math & Physics For Game Development 1

Math & Physics For Game Development 2

Advanced Topics In Rendering

**Graphics Programmer at Ensemble Studios (Microsoft Corporation)**

September 2005 - January 2009 (3 years 4 months)

Graphics programmer on Halo Wars; An XBOX 360 title.

**Lead Graphics Programmer at TKO Software**

February 2005 - August 2005 (6 months)

Lead 3D engine graphics programmer, in charge of designing and creating two separate graphics engines, including the work and design of support tool systems. Creation and research of next generation lighting techniques. Implementation of high level material system, and performance issues.

**Graphics Programming Intern**

July 2004 - September 2004 (2 months)

Graphics programming intern in charge of shader authoring, post process system design, and scene graph creation.

---

**Education**

**Texas Christian University**

BS, Computer Science, August 2001 - December 2004

**Advanced Technologies Academy**

Computer Science, 1996 - 2001

---

**Honors and Awards**

Telly Award Winner x5

# Colt McAnlis

Senior Staff Developer Advocate at Google

---



[Contact Colt on LinkedIn](#)