

BRENT IVERSON

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CAREER PROFILE

Successful technical leader with extensive experience building and managing teams for timely delivery of critical software. Flexible, efficient, and agile principal who organizes vast projects and improves processes. Enlightened technical partner for designers, artists, and engineers in cleverly increasing product quality. Innovative creator who audits and improves product and engineering plans. A team player interested in mobile, cloud, SaaS, distributed systems, game mechanics, slick UI, bare-metal optimization, and difficult, large-scale technical challenges.

AREAS OF KEY EXPERTISE

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| ▪ Delivering high quality, unique products | ▪ Optimizing development processes |
| ▪ Building development teams from scratch | ▪ Game and UX design |
| ▪ Project planning and tracking for on-time delivery | ▪ Engineering (Windows, Linux): C/C++, Python, C#, Javascript/Node.js, and others |

PROFESSIONAL EXPERIENCE

AMAZON GAMES – PALO ALTO, CA

Software Development Manager, Amazon Games Studio (2018 – now)

Managed engineers and provided technical guidance for new Playstation4/XboxOne game.

AMAZON LAB126 – Sunnyvale, CA

Senior Technical Program Manager, Media Products Group (2016 – 2018)

Managed partnerships with top third-party developers for Fire TV and Tablet platforms, ensuring on-time delivery of critical applications for new platforms, and integration of key technical features.

ELECTRONIC ARTS - Redwood Shores, CA

Senior Development Director, Office of Chief Creative Officer (2014 - 2016)

As part of a small, agile team, delivered a production-ready streaming game service with 25 games to critical business partner.

- Designed and implemented scalable back-end systems for service, including Amazon AWS cloud resource orchestration and low-latency communications (C++, Python, Javascript/Node.js). Designed and optimized these systems to reduce server costs.
- Created scale testing system (C#) to ensure server reliability and efficiency under load.
- Developed game prototype in Unity.

Senior Development Director, Maxis Studio (2006 - 2014)

Managed staffing and scheduling of all engineers and artists on 4 projects, from pre-production through shipping: *MySims* (Wii), *MySims Kingdom* (Wii) (IGN - "Best Simulation for the Wii"), *MySims Agents* (Wii), *Sims Medieval* (PC).

- Built team for new franchise on new hardware platform, and guided it through an extremely challenging finaling process: *MySims* (Wii)
- Defined and optimized development processes using a mix of Agile and other efficient techniques, adapted appropriately for each part of the team.

- Partnered with Executive Producer and Creative Director to make technical, design, and scoping decisions which maximized project quality.
- Defined and monitored metrics for project velocity, to provide maximum time for development of systems and game features.
- Created bug-tracking metrics and managed bug triage, to ensure passing 1st-party technical checklists.

Chief Technology Officer, Redwood Shores Studio (2002 - 2006)

Helped drive studio and company technology initiatives. Assisted in game design of critical studio projects.

- Managed studio's Central Technology Group of 20+ engineers and technical artists, creating and supporting shared tools and runtime code for game teams.
- Tuned combat mechanics and level difficulty for bestselling James Bond games: *007: Everything or Nothing* (PS2), *Nightfire* (PS2), and *Agent Under Fire* (PS2)

Technical Director (2000 - 2002)

- Evaluated and approved technical plans and milestone deliverables for *PGA Tour Golf 2001* (PS2) and several external projects.

Technical Fellow / Designer (1994 - 2000)

Creator of bestselling simulation games.

- Designer and lead engineer: *US Navy Fighters* (PC), *Marine Fighters* (PC), *US Navy Fighters Gold* (PC), *US Navy Fighters '97* (PC).
- Architected and implemented systems including AI, scripting language, client-server multiplayer, dynamic music, UI, mission editor, and aerodynamics.
- Ported game to one of the first VR headsets.
- Designed engine for data-driven expandability, resulting in additional usage by: *Advanced Tactical Fighters* (PC), *NATO Fighters* (PC), *Advanced Tactical Fighters Gold* (PC), *Fighters Anthology* (PC).

Senior Engineer / Designer (1990 - 1994)

Creator of bestselling simulation games.

- Designer and main engineer: *LHX Attack Chopper* (PC), *Chuck Yeager's Air Combat* (PC) (included in Computer Gaming World - "150 Best Games Of All Time").
- Architected and implemented systems in C and assembly language including 3D renderer, 2D renderer, AI, scripting language, collision, and user interface.
- Designed game engine for reuse and expandability, resulting in additional usage by: *Su-25 Sturmovik* (PC), *Seal Team* (PC), *F-117 Night Storm* (Sega Genesis).
- Engineer on Super Nintendo sports games (Bulls Blazers and the NBA Playoffs, PGA Tour Golf)

Lead Engineer (1986 - 1990)

Sole engineer on conversion of award-winning creativity program *DeluxePaint II* to new platforms.

- Converted *DeluxePaint II* from Amiga to Apple IIgs, on unfinished hardware and OS, with extensive optimization to replicate the responsiveness of the original.
- Converted *DeluxePaint II* to IBM PC, including implementing a Macintosh-like GUI system from scratch. This version became a standard 2D art program for the video game industry for several years.

EDUCATION

UNIVERSITY OF MICHIGAN – Ann Arbor, MI

- BA, Computer Science