Dan Posluns, B. Eng and Society

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Shipped Game Titles (highlights)

The Unmaking
2014, Amazon Kindle Fire

Pirates of the Caribbean 3
2007, NDS (lead developer)

LEGO Star Wars 2
2006, Gameboy Advance

The Sims 2
2005, Nintendo DS

For additional game and engine credits please see my rap sheet on MobyGames.com

Education

Bachelor of Engineering and Society from McMaster University

Formal training as Software Engineer

Multiple entrance scholarships and Dean's Honour List standing

Skills

Expert in C++, Objective-C, Python

Experienced in C#, Java, Lua, PHP, JavaScript, ARM assembly and others

Able to quickly master any language and toolchain

Interests

Improv comedy performer with *Theatresports* at Seattle's Pike Place Market

Stage performer and director with various community theatre groups around Seattle

References

Available upon request

Work Experience

Senior Game Developer at AMAZON.COM

2014-present

Leading technical direction of studio and mentoring junior programmers

Developing advanced, performance-driven C++ system architecture for cutting-edge multiplayer games

Ownership of large systems used by other engineers in the studio

Interfacing and coordinating technologies with other teams throughout Amazon

Senior Software Engineer at DECARTA

2009-2014

Developed next-generation mapping systems for mobile handsets

Ownership of cross-platform client application and OpenGL 3D graphics engine for multiple mobile targets (Android, iOS, Blackberry, others)

Senior Software Engineer at UBERMIND

2009

Developed a unique 3D mapping system used on *Priceless Picks*, an iOS marketing application for MasterCard

Supplied an advanced, proprietary 3D mobile gaming engine used on multiple projects in the studio

Provided leadership and expertise on all aspects of mobile software development

Software Engineer at ARENANET

2007-2009

Developed client software in C++ for a next-generation game networking platform

Created a scriptable and moddable UI framework using Qt and Lua

Developed a network messaging framework and remote Lua debugger using Boost sockets

Lead Programmer at AMAZE ENTERTAINMENT

2005-2007

Developed video game software to run on embedded platforms, including Nintendo Gameboy Advance and Nintendo DS

Wrote code in C, C++ and assembly for ARM7 and ARM9 chipsets

Worked on highly publicized release titles for clients including Disney and Electronic Arts

Promoted to lead in 2006, in charge of development on teams ranging from 10 to 15 people

Responsible for scheduling, mentoring, and developing error-free code at commercial quality standards

Software Engineer at HUMOR RAINBOW INC.

2004-2005

Developed and maintained web applications for the company's website, OkCupid.com

Used C++ with the company's proprietary web server to build efficient and asynchronous remote processes

Applied advanced mathematics and statistics to user matching algorithms, optimizing code performance across hundreds of thousands of users across multiple databases