Chase Ruppert

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EDUCATION

M.S., Interactive Entertainment • 3.6 GPA   2008
Florida Interactive Entertainment Academy (FIEA) at the University of Central Florida

B.S., Computer Science • 3.6 GPA   2007
University of Central Florida - President's Honor Roll, Dean's List

LANGUAGES, SDKs, SOFTWARE

Languages: C/C++, C#, GLSL, Python, Assembly, XML, HTML/CSS, ActionScript, JS, SQL/HIVE
SDKs: PS4, XBone, XBOX, OpenGL, Unity, Unreal/UDK, Gamebryo, OSG, Delta3D, Panda3D
Software: Visual Studio, P4/git/SVN, gcc/gdb, LLVM/LLDB, XCode

WORK EXPERIENCE

Electronic Arts   2011 - Present
Software Engineer   *Redwood City, CA*

· Serves as primary contact for supporting and maintaining Origin client user login and authentication, which is used by millions of gamers daily.
· Provides game team support for key AAA game titles, such as Battlefield: Hardline, FIFA, Battlefield 4, Titanfall, and many others.
· Worked with PS4/Xbox One beta console hardware by porting C++ telemetry reporting API from PC and changed the API to allow asynchronous metrics collection of SDK usage.
· Resolved over 60% of Origin's crashes and 50% of login issues by analyzing crash reports, working with domain experts and investigating telemetry.
· Authored several tech briefs for medium-sized Origin features, documenting key architecture and implementation choices, alternative solutions, possible risks and mitigation strategies.

Custom Game Engine (Personal Project)   2008-Present
Lead Engine Programmer   *Redwood City, CA*

· Continues development of self-created, cross-platform XML-driven game engine that supports XBOX, PC (OpenGL/DirectX), and Mac platforms.
· Supports basic UDP networking and physics (collision detection and reactions).

Lockheed Martin   2008 - 2011
Rendering Engineer   *Orlando, FL*

· Contributed to the success of three separate graphics and game engines written in C++, shipping several training products domestically and internationally within budget and on time.
· Played key role in performance, content pipeline, and runtime streaming technologies to allow real-time rendering of extremely large (up to 300 km x 300 km) detailed worlds rendered in OpenGL.
· Created content pipeline that supported GPU instancing, ground texture blending, and paging.
· Wrote memory allocator that tracked leaks and detected buffer overruns and memory corruption.

Zephyr: Tides of War   2007 - 2008
Gameplay Engineer   *Orlando, FL*

· Developed voice-activated game in C++ with a team of five programmers, five artists, and six producers.
· Implemented a XML-driven mission system that allowed spawning, timed events and volumetric triggers.
· Implemented dynamic shadow system and worked alongside artists to integrate model animations.