Eric Hurd

Redondo Beach, CA - Email me on Indeed: indeed.com/r/Eric-Hurd/2d00da8a9aa8a124

More than 10 years as a developer for a wide range of products in a fast-paced, competitive industry.
Authorized to work in the US for any employer

WORK EXPERIENCE

Software Engineer

Lucid Sight   -   Los Angeles, CA - September 2016 to January 2017

Multi-responsibility programmer working on cutting-edge VR applications.

Responsibilities include:
* Optimizing graphics for the extremely demanding requirements of virtual reality including reducing unnecessary draw calls, identifying low-user-impact geometry, and mesh optimization.
* Overseeing PlayStation VR integration including trophy and leaderboard integration, and preventing or correcting TRC issues.
* Developing prototypes with minimal oversight
* Developing and communicating through REST-like interfaces
* Optimizing network throughput for multimedia streaming
* Coordinating the needs of coworkers, clients and management to produce an optimal product

Tools Programmer

Carbine Studios   -   Aliso Viejo, CA - May 2014 to March 2016

* Creating new and maintaining current and pre-existing tools that assist developers to create content
* Maintaining server-side network code that implements gameplay features, monetization features, and player statistics tracking including handling data streams coming from as many as thousands of players at once
* Creating, developing and maintaining communications paths to determine and satisfy developer needs

Software Engineer

Kung Fu Factory   -   Santa Monica, CA - June 2007 to January 2014

Gameplay and ancillary programming on multiple titles, including Cruis'n Wii, Supremacy MMA, Bellator: MMA Onslaught, Girl Fight, Spartacus Legends, and Domo Jump

Solving various problems via programming including creating and maintaining tools for other programmers and artists, analyzing and solving network communication and synchronization issues, helping to maintain a data-driven animation system including synchronizing animations over a network connection, coordinating real-world visual and other hardware-sensor data for a popular theme park attraction, porting applications between the Windows and Linux operating systems, and general programmer assistance.

Software Engineer

Treyarch LLC   -   Santa Monica, CA - 2001 to 2002

Treyarch has since been purchased by Activision ((310)255-2000).
• Programmed user interface including multiple displays of sports statistics and player rosters
• Programmed foundational database to manage teams and players
• Programmed input device configuration

EDUCATION

Associates in Computer Science
El Camino College   -   Torrance, CA

SKILLS

C/C++/C#, Lua, Python, Java, Unity3D, Perforce

LINKS

http://www.linkedin.com/pub/eric-hurd/92/369/84b/

ADDITIONAL INFORMATION

• Self-taught Atari BASIC at age 9
• Educated in C/C++ in high school, began researching computer graphics programming
• Expanded education in college, including assembly language, trigonometry and vector mathematics
• Seven months working at Treyarch LLC continuing Sega's sports simulation franchise
• Seven years working at Kung Fu Factory on a myriad of projects concentrating on console game development,
but also extending to tools programming, face recognition, and other optical processing

SKILLSET
• Extreme familiarity with C and C++
• Familiarity with C#
• Familiarity with Lua and Python scripting languages
• Experience with Java
• Experience working on titles for the Microsoft Xbox 360, the Sony PS3, and Nintendo Wii,
• Experience with Unity
• Personal, self driven knowledge of the Linux environment, including programming for mobile platforms.