

# FRANK WILLIAMS

frankxw3@gmail.com

Generalist / Full-Stack Engineer

## EXPERIENCE

### ZeniMax Online Studios, Hunt Valley MD

#### Gameplay Engineer - October 2016 - PRESENT

Responsible for fixing bugs, adding new gameplay features, and refactoring game systems on Elder Scrolls Online. I work on both the server and the game client (C++), as well as some UI (Lua) when needed.

### Muzzy Lane Software, Newburyport MA

#### Core Service Engineer - July 2014 - March 2016

Led team of senior engineers to remake all of Muzzy Lane's services and software. Wrote a completely new service that serves games to students, and allows Subject Matter Experts to author the content of those games. This new service uses only native web technologies (HTML5, WebGL, WebSockets) to run in browsers and on mobile devices. Led engineering efforts on the backend service, client architecture, dev-ops, tools, and analytics.

#### Senior Engineer - November 2012 - July 2014

As a senior engineer, I was responsible for maintaining our proprietary Locust Engine (C++, Javascript), as well as working on game prototypes, maintaining live products, tech support, dev-ops, and working with customers to create engineering specs, roadmaps, and estimates.

#### Junior Engineer - November 2010 - November 2012

As a junior engineer, I worked as a gameplay programmer, tools programmer, and on engine features. For most projects, I was either the only game programmer or part of a small team, and they were usually done over a period of 4-6 months. During this time I led efforts to build a suite of tools used to build RPG-like games: conversation editor, scene editor, and a quest / game state editor.

## EDUCATION

### Worcester Polytechnic Institute, Worcester MA

B.S. Interactive Media and Game Development — 2006-2010

Minor in Computer Science

## PROFICIENCIES

### C++98

STL, boost, SDL2, Steam SDK, cURL

### Javascript (Browser)

Gulp, Grunt, React/Flux, Handlebars, JQuery, Socket.io

### Node.js

Express, Bluebird, Lodash

### Windows

Visual Studio

### AWS

EC2, S3, Route53, ELB, RDS

### MongoDB

Replica Sets, Covered Queries

### Git / SVN

### NGINX

## FAMILIARITY

### Modern C++

### Python, Lua

### Game Engines

Unity 4 & 5 (C#), Unreal 4, C4, PlayCanvas

### OS X

XCode, clang

### Linux

gcc, vim, bash

PostgreSQL / MySQL

Please take a look at the following for more projects I've worked on.



[frank-williams](https://www.linkedin.com/in/frank-williams)



[frankxw](https://github.com/frankxw)



[frankw.org](https://frankw.org)