

FRANK WILLIAMS

Generalist / Full-Stack Engineer

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EXPERIENCE

Muzzy Lane Software, Newburyport MA

Core Service Engineer - July 2014 - PRESENT

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 used 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. The majority of projects lasted 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, quest / game state editor.

Game Programming Intern - June 2009 - August 2009

As part of the game engine team, I added small engine features such as user interface event dispatching and a game setup/attribute system. As part of the game programming team working on Making History II I did some UI work and wrote art import scripts.

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

MongoDB

Replica Sets, Covered Queries

Git / SVN

NGINX

FAMILIARITY

C++14

Python

Tornado

Game Engines

Unity 4 & 5, Unreal 4, C4, PlayCanvas

OS X

XCode, clang

Linux

gcc, vim, sh, bash

PostgreSQL / MySQL

GLSL

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



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



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



frankw.org