Frank Williams

Generalist / Full-Stack Engineer

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EXPERIENCE

ZeniMax Online Studios, Hunt Valley MD

Gameplay Engineer – October 2016 – PRESENT

Working on gameplay related features for Elder Scrolls Online.

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

C++14

Python

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

OS X
XCode, clang

Linux
gcc, vim, sh, bash

PostgreSQL / MySQL

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

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