

# FRANK WILLIAMS

Generalist / Full-Stack Engineer

31 Pond Rd  
Derry, NH 03038  
(603) 845-6339  
demalus@gmail.com

## 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 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.

#### Game Programming Intern - June 2009 - August 2009

As part of the game engine team, I added small engine features such as UI event dispatching and a game setup/attribute system. As part of the game programming team on Making History II, I worked on the UI 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, RDS

### MongoDB

Replica Sets, Covered Queries

### Git / SVN

### NGINX

## FAMILIARITY

### C++14

### Python

Tornado

### Game Engines

Unity 4 & 5 (C#), 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](https://frankw.org)