ERIC DEFELICE

Software Engineer

eric.defelice@gmail.com   /   585.309.9717   /   www.ericdefelice.com

I'm an experienced software engineer looking for opportunities in the game industry to challenge me and push my knowledge and skills even further. I would love to work with an exciting, experienced team to create great games that players are excited about.

M.S. IN ELECTRICAL ENGINEERING, 2014
Rochester Institute of Technology, Rochester, NY

B.S. IN ELECTRICAL ENGINEERING, 2008
Rensselaer Polytechnic Institute, Troy, NY

LEAD ENGINEER
SUPERSTAR GAMES | MAR 2016 - PRESENT
As engineering lead for the studio, I work with a diverse team of designers, artists and engineers to develop cutting edge VR and AR games. This includes coordinating and organizing software development, exploring and implementing new technologies, as well as managing junior engineers to execute on the studios projects. Lead software team for the development of two shipped games.

SENIOR ENGINEER
QUALCOMM | NOV 2012 - MAR 2016
Lead a team of five engineers in the design and development of a software based 802.11ax WIFI solution, where I wrote firmware to control the PHY level data processing pipelines. In a previous role, I designed LTE modem algorithms in C++, and implemented microkernels using assembly instructions ran on custom vector processing engines.

DIGITAL DESIGN ENGINEER
HARRIS CORPORATION | JUNE 2008 - NOV 2012
Digital designer responsible for digital signal processing algorithm design and implementation for communications products. Wrote functional tests and device drivers in C for Bluetooth, USB, SRAM, and other peripherals.

SELECTED PROJECTS

SURVIVAL SHOOTER GAME, 2017
Currently working on a third-person survival shooter game using Unity. This project allows me to explore the more intricate aspects of game design. Core gameplay mechanics involve supply and demand trade-offs for combat and game saving, as well as puzzle solving elements to unlock gated play areas.

3D GAME ENGINE, 2015
Created a 3D video game engine using C++ and DirectX 11. Features include a custom rendering engine with multiple shaders, procedural generation for game worlds, and custom physics engine. Created various technical demos using the engine.

FACIAL EXPRESSION RECOGNITION ENGINE, 2013
Designed and implemented a real-time expression recognition engine in Matlab. Engine includes OpenCV face detection and a cascaded image processing pipeline.

| C++ | C# | DirectX | UNITY | UNREAL | PERFORCE | AI |