Joel Van Eenwyk

Software Engineering Generalist

Contact

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Qualifications

- 15+ years of software engineering experience with focus on real-time interactive experiences
- 7+ years in leadership and management roles
- Game middleware development
- Programming languages: C/C++, C#, Python
- Cross-platform front-end development: wxWidgets, Tcl/Tk
- Digital content creation: Maya, 3dsmax, Houdini
- Engineering tools: Visual Studio, Perforce, Git

Experience

Oct 2015 – Present. Microsoft, Principal Field Application Engineer
- Scope potential partnerships and analyze industry trends to ensure appropriate investment of resources.
- Ensure end to end customer experience satisfaction (evaluation → ship → renewal).
- Gather feedback from clients worldwide to drive Havok roadmap.
- Manage field application engineering team in Europe, Japan, and North America.

Nov 2011 – Oct 2015. Havok, Field Application Engineer
- Manage China, Korea, Europe, Japan, and North American team.
- Visit clients, presented at conferences, and use feedback to drive product roadmap.
- Create and maintain tools to manage evaluations e.g. email generation, benchmarking

Aug 2007 – Nov 2011. Buzz Monkey, Software Engineer
- Improve tool pipelines in 3dsmax and Maya.
- Port games to platforms including PS3, PS2, and Wii with focus on graphics and platform optimization.

Aug 2006 – Dec 2006. University of Kansas, Teachers Assistant

2003 – 2004. 3D Buzz, Software engineer and educator

Achievements

2012 – Destiny [Bungie]
2012 – Spec Ops: The Line (PS3) [2K Games]
2012 – Rinth Island (iOS, Facebook) [Buzz Monkey Software, Chillingo]
2010 – The Tomb Raider Trilogy (PS3)
2010 – ESPNU College Town (Facebook)
2010 – Tony Hawk: RIDE 2 (PS3/360 and Wii)
2009 – Tony Hawk: RIDE (PS3 and Wii)
2008 – Tomb Raider: Underworld (PS2 and Wii)
2004 – Unreal Tournament 2004 (PC)
2004 – Co-Author of "Mastering Unreal Technology: The Art of Level Design"

Education

2002 – 2007. BS in Computer Science at KU