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