

## Experience

- Jul 2016 – **Technical Writer (Remote Contract), Valve Corporation.**  
Present
  - o Writing documentation for Steam partners.
    - Rewrote the entire programming API documentation.
    - Cleaning up the existing documentation by porting it to Valve's new backend.
  - o Created various tools to assist with the documentation efforts:
    - Auto generated the API documentation pages which allowed us to make large sweeping changes quickly and easily and keep the documentation in sync with the code.
    - Static analyzer that caught common errors before reaching customers and served as a progress report.
- Jun 2014 – **Freelance Software Engineer, One Indirection Software.**  
Present
  - o Providing consulting and development services to indie game developers with a heavy focus on Unity.
  - o Worked directly with many great titles across a large range of studios, some of my favorites include:
    - *Autocraft & Modbox* by Alientrap Games
      - Implemented the user-generated content sharing platform with the Steam Workshop.
      - Performance optimization for VR.
    - *AaaaaA! for the Awesome & Dyscourse* by Owlchemy Labs, LLC
      - Implemented a number of value-added features including achievements and leaderboards.
      - Porting from Windows to OSX and Linux and debugging.
    - *Vertiginous Golf* by Kinelco
      - Implemented Steam Leaderboards and designed an API to use them from Javascript.
- Sep 2013 – **Software Engineer, Shorebound Studios.**  
Mar 2014
  - o I was handed complete control over the previously released game *Spectraball*.
  - o Increased revenue by over 400% month-over-month by identifying and implementing market strategies.
- Jan 2012 – **Freelance Software Engineer.**  
Sep 2013
  - o Created server plugins for *Counter-Strike: Source* community game servers.
  - o The most popular plugin was *Multiplayer Bunny Hops: Source* - at it's peak it was used by over 260 concurrent game servers and enjoyed by tens of thousands of players.
- Jul 2007 – **Web Developer & Game Designer, Obsession Soft.**  
Aug 2013
  - o Helped turn *Kreedz Climbing* into one of the biggest Source engine mods ever by player count.
  - o Small team meant wearing many hats, primary focus was on maintaining game servers and websites.
  - o Transitioned into Level Design and Game Design to help shape the future of the mod.

## Conference Speaking Engagements

- Aug 2014 **Crash Course on Implementing Steamworks SDK, Unity Unite 2014.**

## Projects

- Sep 2013 – **Steamworks.NET.**  
Present
  - o Unity plugin to easily integrate with Valve's Steamworks SDK.
  - o Used by over 400 shipping Unity games and roughly 2/3 of all Unity games shipped on Steam, including:
    - *7 Days to Die, Distance, Dyscourse, Infinifactory, Job Simulator, Kerbal Space Program, Mushroom 11, Race The Sun, RimWorld, Robocraft, Slime Rancher, Stardew Valley, Terraria, The Elder Scrolls: Legends, The Long Dark, The Swapper, Unturned, Verdun, Windward, Yooka-Laylee*

## Technical Experience

### Proficient with

- Languages C/C++, C#, Javascript, PHP, Python, Regex, SourcePawn, TypeScript  
Technologies Git, Linux, Mobx, Node.js, Perforce, Protobuf, React, Unity, Valve Hammer Editor, Visual Studio, Webpack, Win32

### Have Experience with

- Languages Java, HTML, Lua  
Technologies Blender, Blizzard World Editors, DirectX, GCC, GDB, IDA Pro + Hex Rays, LaTeX, Mercurial, MySQL, Photoshop, Qt, ReactiveX, Subversion, Unreal Engine 4, WPF, XCode