

# NATHAN CURTIS

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## EXPERIENCE

### Software Engineer & Cofounder

May 2013 - Present

Plixl ~ [www.plixl.com](http://www.plixl.com)

Fremont, CA

*Two-person independent game studio that launched two games including a #1 top free kids game.*

- Game clients targeting Facebook (browser) and iOS (phone/tablet), implemented in Actionscript using the Adobe AIR runtime for cross-platform execution.
- Game server architecture designed for effortless scaling, implemented in Java on top of the Google App Engine and Google Cloud SQL services.
- Dynamic game data service that reads from Google Spreadsheets to update running game clients and server instances without redeployment.
- Game asset storage system in Amazon S3 for client use.
- Simple company and game websites and press kits.
- Python and Actionscript work on independent game *Antihero*.

### Software Engineer

Dec. 2006 - May 2013

Three Rings Design/SEGA ~ [www.threerings.net](http://www.threerings.net)

San Francisco, CA

*Game studio within SEGA, dedicated to making innovative and engaging online games.*

- Java server development for various game projects, including those with persistent game connections and on-demand (HTTP) requests.
- Actionscript client development for the Whirled avatar, chat and room platform services and API design and implementation for third party games.
- Actionscript game client development on numerous projects both built on the Whirled platform and standalone, varying in scope from simple social Facebook games to MMOs.
- Web development in GWT for the Whirled profile and store interface and in Servlet/JSP with client side Javascript for game websites.
- Client Java development porting existing Java games to PlayN/TriplePlay for cross-platform deployment to mobile and desktop.

### Remote Software Engineer

Dec. 2005 - Dec. 2006

Zee Designs ~ [www.zeedesigns.com](http://www.zeedesigns.com)

Mountain View, CA

*Custom solutions online and in print, multimedia and marketing.*

- PHP, Javascript/HTML/CSS development for the design and implementation of modules for the Zee Designs Content Management System.

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## EDUCATION

### **Studies in Graduate Computer Science**

Rochester Institute of Technology

**2003 - 2006**

Rochester, NY

### **Bachelor of Science in Computer Engineering Technology**

Rochester Institute of Technology

Graduated with Highest Honors

**2000 - 2006**

Rochester, NY

## SKILLS

### **Programming Languages**

- Java: eight years professional development.
- Actionscript: eight years professional development.
- Javascript/HTML/CSS: nine years occasional professional development.
- Language familiarity: Python, Ruby, C/C++/C#/ObjC, Bash, PHP.

### **Technologies**

- Relational databases: MySQL, PostgreSQL.
- Cloud Services: Amazon (EC2, S3, CloudFront, EMR), Google (Cloud SQL, App Engine).
- Web services integration: Facebook, Mailchimp, Kongregate, various analytics platforms.
- Client frameworks: Adobe AIR, Flex, Swing, PlayN/TriplePlay, Ember JS, JQuery, GWT, Unity.
- Server frameworks: Guice, Servlets, Depot (JDBC ORM), Narya/Nenya/Vilya.
- Server configuration: Apache, Jetty, Nginx, Git, Subversion, Ubuntu.
- Source control: Git, Subversion.
- Operating Systems: Mac OS X, Linux, Windows.