

NATHAN CURTIS

codewright.roguenet.org ~ nathan.curtis@gmail.com ~ (650) 504-4689

EXPERIENCE

Software Engineer & Cofounder

May 2013 - Present

Plixl ~ 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 2014

Three Rings Design/SEGA ~ www.threerings.net

San Francisco, CA

Game development 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

Mountain View, CA

Custom solutions online and in print, multimedia and marketing.

- PHP, HTML/CSS/Javascript 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

Graduate 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, 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