

Scott Munro

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WORK EXPERIENCE

Microsoft - Xbox Platform Software Engineer

Aug '17 - Present

PlayFab Multiplayer cross-platform C++ library for multiplayer lobbies and matchmaking

- Designed and implemented Lobby's C++ client API surface: support creating lobbies, joining lobbies, updating lobbies, searching for lobbies, and inviting players to lobbies
- Set up automated test systems which exercise tests across multiple clients to ensure product quality

PlayFab Party cross-platform C++ library for real-time multiplayer networking and chat

- Implemented support for text chat across PlayFab Party multiplayer networks
- Implemented support for speech synthesis (text-to-speech) via Azure Cognitive Services across PlayFab Party multiplayer networks
- Implemented the cloud relay server which forwards packets between clients, allowing logical peer-to-peer connections without the security risks of sharing IP addresses
- Implemented the PlayFab Party invitations API which allows for secure management of membership to a PlayFab Party network
- Ported library to Microsoft's Game Core platform for next-gen Xbox titles and Game Pass PC titles

GameChat 2 Xbox One C++ library for in-game voice and text chat

- Implemented the real-time audio manipulation feature allowing game developers to hook into players' voice streams to support in-game experiences like voice modulation

Microsoft - Xbox Live Software Engineering Intern

May '16 - Aug '16

- Prototyped a service in the live and on-demand media space
- Developed a clientside library to allow video game developers to integrate with the service

Google Play Music Software Engineering Intern

May '15 - Aug '15

- Worked with a small team to integrate concert data into the artist pages
- Built frontend component to allow users to clear their recommendation history
- Worked across the stack to bring genre data for artists to the frontend
- Updated the web client to better cooperate with screenreaders

PERSONAL PROJECTS

- Developed a tool to extract the images from Windows Step Recorder files
- Developed a networked, peer-to-peer multiplayer twin-stick action game for Windows and Mac OSX with controller support using Unity and C#
- Developed a pixel art illustration tool with multi-layer editing, toggle-able grid, multiple brush sizes, and the ability to export to PNG

TECHNICAL SKILLS

Proficient in C++, C

Comfortable in Rust, Python, C#, Powershell

EDUCATION

UNIVERSITY OF TEXAS - AUSTIN

- Bachelor of Science in Computer Science; Highest Honors

Graduation: Spring 2017

GPA: 3.9021