

Scott Munro

[HTTP://SCOTTNM.GITHUB.IO/](http://scottnm.github.io/)

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EDUCATION

UNIVERSITY OF TEXAS - AUSTIN

Graduation: Spring 2017

- Bachelor of Science in Computer Science; Highest Honors

GPA: 3.9021

EXPERIENCE AND LEADERSHIP

Microsoft - Xbox Platform Software Engineer

Aug '17 - Present

- Building PlayFab Party, Microsoft's cross-platform real-time multiplayer networking and chat middleware.
- Developed the real-time audio manipulation feature in Xbox's Game Chat 2 offering. This allows developers to hook into the audio data that we capture from users for interesting in-game experiences.
- Regularly interacting with Xbox developers who experience difficulty using any of our Networking or Chat offerings.

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

2013-2016

- Developed a networked, peer-to-peer multiplayer twin-stick action game for Windows and Mac OSX with controller support using Unity and C#.
- Using the Java-Processing graphics library, developed Pixel art illustration tool with multi-layer editing, toggle-able grid, multiple unit-"pixel" sizes, and the ability to export to PNG.
- Created a maze-escape game with procedurally-generated mazes and a restricted-vision lighting effect. Won Best Tech award at the UT Fall 2015 Game Jam. Used Unity and C#.
- Developed a neural network and game environment to train a simple boss-character to compete against a player character, and researched the effects of different training methods and neural network structures. Used Pygame and Python

TECHNICAL SKILLS

Languages

Proficient in C++, C, Python

Comfortable in C#, Java, Javascript, HTML, and CSS (4 years)