STUART W. TEMPLETON

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Skill Summary

Information Security

- Led Red Team in abuse testing for Alternate Reality Game EA's Majestic
- Performed application security testing and game memory manipulation for Electronic Arts QA
- Performed security testing and incident response for the Electronic Arts game web portal.
- Tested for abuse in multiplayer systems for five shipped AAA MMORPGs
- Performed network and application security testing for multiplayer Progressive Slots casino games

Software Development

- Developed Starscan and Enigmata VR in Godot using GDScript
- Developed Vegas Prime Retrograde beta in Unity3d using C# and Twine
- Created procedural generation engines for narrative building and object creation for Starscan
- Developed Xamalga for iOS and Android in Cocos2d-x using C++ and native libraries.

Game Design

- Designed core game play loops for Starscan, Enigmata VR, Xamalga, and Vegas Prime Retrograde
- Designed scalable asymmetrical multiplayer for Enigmata VR
- Narrative designer for Starscan and Vegas Prime Retrograde

Experience

Sabbatical | 2021

Took time to release personal FOSS projects Starscan and Enigmata VR and pursue educational goals.

Open Form Games | Co-Founder, Project Lead | 2015 - present

Shipped games: Xamalga, Xamalga v2, Vegas Prime Retrograde (beta)

Open Form Foundation | Co-Founder, Project Lead | 2011 - 2015

Shipped software: Autobiopolis, FlyerZero, PetiteBoard

Video Gaming Technologies, Inc. | *Software Engineer II, Infrastructure* | 2006 - 2011 Shipped games: 20+ titles, including Hot Red Ruby, and The Hunt for Neptune's Gold

Education and Certification

A.A. Liberal Arts

PVCC | Charlottesville, VA 2015

CompTIA Security+ CE

CompTIA 2021

Tools and Frameworks

Godot, GDScript, Unity3d, C#, C/C++, Python, Perforce, Git, Twine, Blender, Kali Linux, Metasploit, BurpSuite, OWASP, MITRE ATT&CK, PowerShell, ELK Stack, Ruby on Rails, MySQL, HTML/CSS, ElasticSearch, SCRUM, Agile, KanBan, CI/CD, Linode Cloud