

MICHAEL DALE LONG

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<https://digitalbytes.net>

I am a veteran game programmer with nearly 20 years of industry experience, and a passion to make great games and have fun in the process.

SKILLS

- High proficiency in C/C++, C#, Lua, and Python.
 - Familiarity with several other languages, including PHP, Perl, and Ruby.
 - Experience directing and mentoring junior programmers.
 - Adept at developing for a client-server game architecture.
 - Experience determining technical requirements and managing task timelines.
 - Development experience with PC, console, and mobile games.
 - Architected highly scalable support services for online gaming infrastructure.
 - Experience working with several game engine codebases.
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EXPERIENCE

Roundhouse Studios

Madison, WI

November 2019 to Present

Senior Programmer

- Senior Programmer on new development team with other former Human Head developers.

Human Head Studios, Inc.

Madison, WI

October 2018 to November 2019

Senior Programmer

- Senior Programmer on the Survived By development team.
- Implemented client, server, and backend functionality.
- Development support for certain Steam functions.
- Managed structural changes to improve backend and database performance.

Reset Studios – Senior Programmer, Lead Programmer

Kalamazoo, MI – March 2016 to Present

- Lead Programmer on Steven Universe: Tap Together for iOS and Android.
- Developed C++ microservices to provide client messaging, matchmaking, and server co-ordination, that interfaced with Redis and our web-based API.
- Responsible for release cycle coordination, directly involved with deployments.
- Developed client-server multiplayer support in Unity.
- Developed AI for multiplayer bots.
- Designed and implemented localization system.

Frostburn Studios – Senior Programmer (Heroes of Newerth)

Kalamazoo, MI – January 2015 to February 2016

- Implemented Linux server support for Heroes of Newerth.
- Maintained the Linux client and assisted with the Mac client.
- Added networking diagnostics to servers.
- Improved build system architecture.

S2 Games – Senior Game Programmer (Strife)
Kalamazoo, MI – April 2012 to November 2014 – Strife (PC)

- Wrote game code within a networked client-server architecture.
- Made improvements to entity pathing and obstacle avoidance systems.
- Developed the AI framework used for bot matches, with a strong emphasis on teamwork coordination.
- Integrated Nvidia technologies, including PhysX, PhysX Particles, and TXAA.
- Contributed CPU and memory optimizations for improved performance.

Human Head Studios, Inc. – Programmer, Lead Programmer
Madison, WI – November 2004 to March 2012

- Lead Programmer on two projects, including Prey 2.
- Programmed AI, animation control system, save/load, and Xbox 360 support.
- Designed and implemented business server infrastructure.
- Supervised development of AI, weapon, and gadget systems for Prey 2.
- Worked with small cross-discipline team to implement character designs in Prey.
- Handled Prey installer and patches, including scheduling releases.

... and more! See my complete work history going all the way back to 2000 at <https://digitalbytes.net/resume/>

EDUCATION

Indiana University
Bloomington, IN
Graduated May 2000
B.A. in Computer Science (Major GPA: 3.71/4.00)
Overall GPA: 3.26/4.00

PERSONAL PROJECTS

DIY Tablet Computer

Using a Beagleboard-xM motherboard with a touchscreen and battery designed for the Beagleboard, I built a do-it-yourself tablet prototype, capable of running Android, Yocto/OpenEmbedded, and Debian-based Linux ARM distributions.

Perthion

Perthion is a multiplatform 2D game engine I have been developing in my spare time over the last few years. It is the basis for a few prototype games I have developed.

Splat Graphics Library

SplatGL is the renderer for Perthion, separated into a C library. It provides the basic rendering needs for a 2D tile based engine. It is an open source project, publicly available at GitHub (<https://github.com/nikarul/splatgl>)