

MICHAEL DALE LONG

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I am a veteran game programmer with 18 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

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 to test and production environments.
- Developed client-server multiplayer support in Unity.
- Developed AI for multiplayer bots.
- Designed and implemented localization system.
- Implemented SQLite for sharing game data between clients and web API.
- Scripted and managed server deployments with Chef.
- Prototyped augmented reality project in Unity.

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 new player movement, AI navigation, weapon, and gadget systems for Prey 2.
- Worked with small cross-discipline team to flesh out and implement behaviors for character design in Prey.
- Handled Prey installer and patches, including scheduling releases.

Fez Games – Programmer
Kirkland, WA – June 2003 to November 2004

- Developed a new game engine for PC, Xbox, and Playstation 2.
- Implemented a 3D sound system for our internal engine using the FMOD library.
- Developed prototype game AI for our internal engine.

Majesco Sales, Inc. – Programmer
Edison, NJ – May 2000 to March 2003

- Part of internal development team that ported Rainbow Six: Rogue Spear (Dreamcast), Soldier of Fortune (PS2) and Star Trek Voyager: Elite Force (PS2).

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>)