AUSTIN KELMORE

SEATTLE, WA • RESUME@AUSTINKELMORE.COM

PROFESSIONAL SUMMARY

I have 10 years experience as a software engineer and engineering lead making console and mobile video games over 200 million people have played. I am an empathetic engineer that builds products for users, helps make teams successful, and understands business concerns. Please contact me if you're hiring a Senior Engineer or Engineering Lead inside or outside of the games industry.

> **Portfolio:** AustinKelmore.com

WORK EXPERIENCE

PopCap Games (a division of Electronic Arts)   Seattle, WA
Product Owner/Engineering Lead   **November 2016 – May 2017**
PopCap Games Services:
- Lead a group of 10 engineers that built game services and tools for teams at PopCap and EA including Plants vs Zombies: Heroes, Bejeweled Stars, and PopCap's classic games.
- Created and maintained a multi-month feature development roadmap.
- Collaborated with executives and game teams' leadership to prioritize development work.
- Managed sprints and the communication of progress to stakeholders.

Lead Engineer   **August 2015 – November 2016**
Plants vs. Zombies 2 (iOS and Android):
- Managed and mentored up to six engineers.
- Scoped features, costed tasks, and prioritized work to ensure the team shipped on time.
- Shipped nine releases in nine months with all expected features and no crunch.
- Led engineering team to exceed fiscal target.
- Helped create a Scrum process for a team of 25 people.
- Collaborated on creating pillars, tenets, and quarterly goals for the entire engineering organization.

Software Engineer   **March 2011 – August 2015**
Plants vs. Zombies 2 (iOS and Android):
- Prototyped, developed, shipped, and supported *Plants vs. Zombies 2* for over four years.
- Architected and developed pipeline for patch and asset creation and deployment to the CDN.
- Created and maintained Jenkins jobs for build creation and deployment.
- Rewrote in-game touch system to enable prioritized actions, multi-touch capabilities, and allow for unique gameplay functionality.
- Optimized the Flash animation export tool and reduced the export process from two minutes to one second.
- Created many unique plants and zombies and their gameplay behaviors.
- Implemented in-game purchase flow and SKU management system.
- Created data format to allow engineers to manipulate individual Flash sprites instead of entire animations.

Zuma's Revenge (Xbox 360 and Playstation 3):
- Ported PC version of Zuma's Revenge to console platforms and updated the game to handle HD assets.
- Was the sole engineer for five months and managed three engineers for another five months.
- Created an in-game automation AI that played the game endlessly to record crashes and memory leaks.
- Completely rewrote UI for HD assets, console controls, and language translations (including Japanese).
- Created hot-load system for designers to live update the game to allow quick tuning.
- Adjusted game code to comply with Xbox 360 and Playstation 3 technical certification requirements.
- Engineered new gameplay abilities and modes, including a weekly leaderboard challenge and boss rush mode.
- Coordinated with designers and artists on requirements and priorities.

Bejeweled 3 (Xbox 360 and Playstation 3):
- Helped port PC version of Bejeweled 3 to Xbox 360 and Playstation 3.
- Developed new leaderboard UI and updated game to comply with technical certification requirements.

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Associate Software Engineer   **June 2007 – March 2011**
Surreal Software (a division of Warner Brothers)   **Seattle, WA**
- Created an open world Xbox 360/Playstation 3 game using the Unreal 3 engine as part of the project's five-member Vehicle and Physics team.
- Ported and extended the functionality of everything vehicle related including AI, traffic, damage, handling, and collision code.
- Added functionality and resolved bugs in non-player character AI, enemy AI, camera, and controller systems.
- Developed and implemented the garage repair system.
- Prototyped gameplay and built the framework for the *Guardians of Middle Earth* MOBA game for Xbox 360 and Playstation 3 as part of an eight-member Prototype team.
- Researched the design used in major MOBA titles and delivered findings in a two-hour presentation.

Programmer   **June 2005 – November 2005**
Yahoo!, *The All-Seeing Eye*   **Sunnyvale, CA**
- Maintained *The All-Seeing Eye* multi-player game server browsing software for Yahoo.
- Updated the filters, application, and back end programs to expand the service for different games and mods.
- Reverse engineered game server networking protocols to ensure interoperability with the service.

Programmer – Intern   **May–Aug. 2004, May–June 2005**
Micron Technology   **San Jose, CA**
- Wrote test software in C++ for camera sensors that ran on multiple PC and cell phone platforms.
- Wrote applications to store and retrieve camera configuration files in a SQL database.
- Added new functionality to camera sensor test suites, including different types of image formats.

VOLUNTEERING

Girls Who Code   **Sep 2016 – Mar 2017**
- Co-facilitated girls in the Girls Who Code program at Ballard High School.
- Helped guide design of an Android project.

PERSONAL PROJECTS

GameDevDiversity.com   **May 2017 – Present**
- Built gamedevdiversity.com to track video game companies' diversity data.
- Worked with companies to help them release their diversity data.

Catarang   **Jan 2015 – Present**
- Catarang is a Continuous Integration Service written in Go.
- It syncs repositories, builds projects, retains artifacts, and live updates the console output via a web server.
- The code is available at github.com/AustinKelmore/catarang.

EDUCATION

Bachelor of Science, (B.S.), Computer Science   **Graduated April 2007**
DigiPen Institute of Technology   **Redmond, WA**
- **Emphasis:** Real-Time Interactive Simulation

TECHNICAL SKILLS

- **Development Platforms:** iOS, Android, Xbox 360, PlayStation 3, Windows, OSX
- **Development Tools:** Jenkins, Perforce, Git, SVN, Visual Studio, Xcode, Hansoft, JIRA
- **Common Game Engines:** Unreal
- **Computer Languages:** C, C++, Golang, Python, Bash, UnrealScript, Lua
- **Development Process:** Scrum, Kanban, Code Reviews, A/B Testing, Unit Tests, Costing, Scoping Features
- **Foreign Language:** Spanish – basic