PETER LAWRENCE PHILLIPS

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TECHNOLOGIES

C++, SQL, Python, PHP, Windows, Linux, Visual C++, GCC, Oracle, MySQL

WORK EXPERIENCE

KABAM Austin, TX   July 2012 to Present

Kabam offers free-to-play core games on mobile, online, and on social networks.

Lead Software Engineer - Backend – Unannounced Title

> Leading the server team to create the backend for an online game.

BIOWARE Austin, TX   Aug 2010 to July 2012

BioWare is a studio of Electronic Arts Inc. which is a leading global interactive entertainment software company.

Infrastructure Group Lead – Star Wars: The Old Republic

- Infrastructure Group Lead

> Managed the Infrastructure Team Lead, Build Team Lead, and Configuration Team Lead. Worked with studio and team leadership to define SMART goals for the group. Guided my teams through the performance review process. Worked with team leadership to define tasks, set priorities, and assign tasks. Provided technical leadership to engineering staff and worked with other group leads to define development process.

- Infrastructure Team Lead

> Hired, trained, tasked, and mentored team of eleven infrastructure programmers. Performed code reviews, and coordinated with other team leads to define and apply studio wide standards to our development process.

- Infrastructure Programming

> Created and improved multiplatform, multithreaded, multi-process tools using C++, PL/SQL, and Boost to manipulate large datasets efficiently. Achieved 100x performance increase in transporting a 100GB dataset, and a 6x increase in data transformation processing throughput over previous solutions. Greatly improved tool reliability and output quality. Created Python scripts to move data from Perforce and other sources in Oracle, and expose the data in web-based reports.

- Server Programming

> Created new data repository server using C++ and PL/SQL to manage the studio's live-editing environment vastly improving reliability and performance. Redesigned the global ID server system to support transparent failover. Prototyped metric reporting system in PHP and JavaScript using Google Chart Tools.

THQ Austin, TX   May 2008 to Aug 2010

THQ is a leading worldwide developer and publisher of interactive entertainment software.

Senior Programmer II – Warhammer 40,000: Dark Millennium Online

- Physics Programming

> Utilized Havok to create several optimized terrain representations including custom raycast implementations.

- Character Movement Programming

> Created several customized movement systems spanning from the user's inputs to linear casting through the world to adjusting the output of the character mover to provide a better visual result.

- Vehicle Movement Programming

> Created a vehicle movement system to support a range of vehicle sizes and locomotion types. The system allowed the design team to configure vehicles performance data and behavior to create experiences ranging from motorcycles to tanks to light aircraft. The system included a simulated suspension system, vehicle orienter, and specialized movement proxy to support characters one hundred times the normal size.

- Game Engine Programming

> Redesigned the spatial database and object awareness systems, created a very efficient lock-free hierarchical profiler, and maintained the core game loop. Redesigned the network protocol system to track connection metrics, refactored the code to be easier to maintain, and added the capability to automatically generate a WireShark plugin for the game's protocols.

MILLIONS OF US Sausalito, CA   May 2007 to May 2008
Millions of Us is an agency specializing in virtual worlds.
Technical Director
- Management
    Hired and managed the engineering and IT teams.
- Virtual World Development
    Designed system architecture of web-based virtual worlds. Created scripted content inside virtual worlds using Lua and LSL. Created web APIs for connecting that content to the web using PHP. Developed embedded software in C++, also worked extensively with PlayStation 3 development kits.

LINDEN LAB San Francisco, CA   June 2005 to May 2007
Linden Lab is the creator of the virtual world Second Life.
Studio Director – SecondLife
- Studio Director
    Managed the fraud tools and billing studio. Designed and developed the initial suite of anti-fraud tools.
- Project Management
    Managed the Second Life web team, including feature planning, interdepartmental project coordination, and technologies updates.
    Planned and made many preparations for the release of the Second Life client under an open source license.
- Client and Server Development in C++
    Found and patched security vulnerabilities. Optimized client performance.
- Web Development
    Defined, designed, developed, and debugged new web features in PHP and MySQL including creating and managing LindeX, Second Life's official user to user virtual currency exchange that is used for exchanging more than $100,000,000 per year, about $700,000,000 to-date, and generates substantial revenues.
- Economy Management
    Formed and implemented economic policy and managed the virtual currency supply to maintain a stable economy. Bested the stability of most real currencies.

ELECTRONIC ARTS Redwood City, CA   April 2002 to June 2005
EA is a leading global interactive entertainment software company.
Live Team Lead – Ultima Online
- Live Team Lead
    Managed the Ultima Online Live team, including publish planning, interdepartmental project coordination, and platform upgrades.
- Client Programmer
    Defined, designed, developed, and debugged new game features in C++. Debugged and maintained existing features.
- Server Programmer
    Designed, developed, and debugged new game features in C++. Debugged and maintained existing features, including database, bandwidth, memory, and CPU utilization optimization.
- Production System Support
    Performed on-the-fly troubleshooting and problem resolution on a system spanning hundreds of servers with hundreds of thousands of users. Deployment of client and server patches.

Various software development outside the games industry   June 1993 to February 2002

> **Software Engineer IV** at AUTODESK
> **Software Design Engineer** at MICROSOFT
> **Project Manager and Software Engineer** at BEST CONSULTING
> **Software Architect** and **Software Engineer** roles at several startups

Common to these roles were the design and implementation multithreaded, multi-process, multi-tier architectures. I performed a lot of SQL development and network programming in C++ during the creation of these systems.