

SKYLER CASEY CLARK

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<http://skylarclark.com>

SKILLS

Languages: C++, C#, Lua, Java, PHP, Perl, Python, Javascript, ActionScript 3.0

Applications: Visual Studio, Perforce, SVN, Git, Photoshop, Illustrator, Word, Excel, Project, 3DSMax

Engines/Frameworks: Source, XNA, Flash, Unity, jME, C4, Ogre3D, Android OS, Boost C++ Libs

Design Techniques: Paper Prototyping, Task Deconstruction, System Analysis and Design, Scrum, Agile Development

WORK EXPERIENCE

Infinity Ward

Jan 2011 - Present

Software Engineer

- Working on many aspects of an unannounced game...

Disney Interactive Media Group

May - Aug 2010

Server Engineer

- Made major enhancements to a MMO server architecture which supports four of Disney's MMO games
- Work included designing a cluster communication layer to support distributed messaging, maintenance on the pre-existing system, and game design

University of Southern California

Jan - Dec 2010

Software Engineer

- Contributing to the National Cyber Range, part of DARPA's contribution to the Comprehensive National Cyber Initiative (*vague due to ITAR restrictions*)

Latham & Watkins, LLP

Nov - Dec 2009

Networking & Video Game Technology Consultant

- Researched prior art relating to network technology
- Used my knowledge of cited technology to discover flaws in original patent (*vague due to NDA*)

Worcester Polytechnic Institute

Video Game Engineer

June - Aug 2009

- Wrote several Flash games with tutorials for *Beginning Game Development* class

Teaching Assistant

Mar - May 2009

Enjoyed guiding students to learn better programming practices in *Technical Game Development II* class

EDUCATION

University of Southern California

Dec 2010

M.S. Computer Science, with Dean's Master's Fellowship Award

Worcester Polytechnic Institute

May 2009

B.S. Interactive Media and Game Development, with Distinction and on Dean's List

Double Minor: Computer Science, Electrical and Computer Engineering

Provost's MQP Award: Received for best IMGD senior project (*see **Petrified** below*)

PROJECTS

GNET – Gamepipe Networking Framework

Aug - Dec 2009

- Worked as Chief Architect to design and implement an object-oriented multi-threaded networking framework
- Developed features including Automatic C++ structure serialization, Reliable UDP, 3-handshake connection protocol, heartbeat-based timeout detection, and built in packet compression

Petrified – Design and Development of a Multiplayer Survival/Horror Game

Aug 2008 - Mar 2009

- Followed a complete development process while designing and developing the game from idea conception through completion
- Led a three person team while also doing project production and programming
- Synchronized game events and player movement using server-side authoritative movement with client-side prediction

Designing a Business Plan for the CCDT

Jan - Mar 2008

- Traveled to London to assist in developing a business plan for two merging not-for-profit organizations