Tim McLennan

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Overview

Primarily experienced in C++, I have programmed for teams up to fifteen programmers. A regular at local industry events, I have recently completed a Blackberry 10 app. Most of my time lately has been spent optimizing and porting code for *Electronic Super Joy*.

Experience

Implemented the localization and font system used for *UNO & Friends* in addition to most out-of-game UI
Programmed several minigames and puzzles in C++ for integration into larger games
Wrote a system for upload and verification of user-generated content for *Where's Waldo in Hollywood*
Developing a C library to query and control Source Engine master and game servers
Created spotOn, a homebrew game for the Nintendo DS
Catalogue available at http://www.nothingness.ca

Technical Skills

Programming & Databases
- Proficient in C/C++, C#, PHP, XML, JSON
- Conversant in PERL, XHTML, CSS, BASH and Windows Scripting, JavaScript
- Adept using databases; MySQL, Cassandra

Operating Systems & Applications
- Experienced using Windows, MacOS X, CLI and GUI based Linux systems
- Productive using Eclipse, Visual Studio, and Xcode
- Proficient with 3D Studio Max, Photoshop, Audacity, VirtualDub, Flash
- Efficient using MS Office Suite, OpenOffice.org

Version Management / Methodologies
- Experienced in administering and using CVS, Subversion, Git, and Mercurial servers and repositories
- Familiar with Agile and Scrum Development methodologies

Work Experience

Lead Programmer (August 2013 – Present)
Michael Todd Games - Toronto, Ontario – michaeltoddgames.com
Titles: *Electronic Super Joy*
- Integrated Steamworks support for *Electronic Super Joy* (Leaderboards, Cloud Save, Achievements)
- Profiled and optimized ESJ game engine
- Porting to OUYA, Playstation3, Playstation4, PS Vita

Programmer (January 2012 – January 2013)
Gameloft - Toronto, Ontario – gameloft.com
Titles: *UNO & Friends, Epic*
- Created localization and font systems, for *UNO & Friends*
- Heavily involved in the creation of UI screens and widgets, including leaderboards and friends list
- Programmed minigames and microgames
- Various engine/library enhancements

Server Administrator (September 2011 – January 2012)
Beeline Interactive Inc. - Etobicoke, Ontario – beeline-i.com
- Administered 60+ cloud and dedicated servers

- Programmed a web service for extracting client usage statistics

Programmer (November 2010 – July 2011)
Vast Studios - Toronto, Ontario – vaststudio.com

Titles: *Lost Chronicles: Joan of Arc, Lost Chronicles: Path of Brutus, Written Legends: Nightmare at Sea, Shattered Minds: Masquerade, Nightfall Mysteries: Black Heart*

- Programmed, in C++, a wide range of puzzles and minigames to enhance adventure-style gameplay
- Create scenes, interactions, and adventure-style gameplay using in-house editor and following design documents created by the designer
- Prototype levels using concept art to provide gameplay feedback to designers
- Work within a designer and producer feedback loop to improve player experience
- Various engine optimizations

QA Technician (August 2009 – November 2010)
CAPCOM Interactive Canada - Etobicoke, Ontario – capcommobile.com

Titles: *Smurfs' Village, Zombie Café, Mega Man: Rush Marine, Resident Evil: Uprising, Mega Man II (iPhone), Dead Rising 2 (mobile), Lost Planet 2 (mobile), Dark Void: Zero (iPhone), Who Wants To Be a Millionaire 2010, Minute to Win It, Lil' Pirates, 1942 (iPhone), Hatchlings, Are You Smarter than a Fifth Grader 2010, Cash Cab, Cash Cab After Dark: Las Vegas, Street Fighter Alpha, Super Puzzle Fighter II Turbo, Where's Waldo? in Hollywood*

- Responsible for finding, reproducing, and documenting bugs in games
- Performed unit and regression testing before major releases
- Communicated with programmers to provide solutions for universal and handset specific issues
- Answered support emails and feedback messages as well as phone inquiries
- Occasionally lead the QA team while leads were on holiday
- Worked with teams in Los Angeles and London to test and deploy games on time
- Provisioned and supported Windows-based PCs for new staff
- Edited audio and video for use in games
- Worked with iPhone developers to add and extend an online PHP leaderboard system to several games

Consultant (July 2010)
Cerulean Games – Denver Colorado – ceruleangames.com
- Created systems to assist with AI logic and gameplay triggers in C++ using the Torque engine

Consultant (November 2008 – Present)
Dynamic Solution – Toronto, Ontario – dynamicsolution.ca
- Created a PERL script and logrotate file to extract data from comma separated files nightly
- Extracted data is then inserted into a database for storage and easy access

Computer Operator (June 2006 – August 2009)
Canadian Tire no.171 - Etobicoke, Ontario
- Maintenance and repair of iSeries (AS/400) and TeamPOS hardware
- SKU / Inventory management
- Planned and re-wired store for VoIP Phone system

HLstats Developer (2002 – 2009)
HLstats Team / United Admins Ltd. – hlstats.sf.net
- Creates real-time player and clan statistics for Half-Life and Half-Life 2 based games
- Programmed in PERL and PHP using MySQL for data storage
- Coordinated with other developers in Germany, England, Australia, and The United States in order to push out new releases
- Design and test features and functionality based on user and developer feedback
- Implement bug fixes

Director of Operations (November 2003 – July 2005)
e3Gameing / GameLine - Toronto, Ontario
- Systems / Network / Website Administrator
- Provisioned new servers, switches, and user accounts
- Developed web-based tools for clients and staff to control and configure virtual servers using a PERL daemon running on a master, and five slave servers
- Instrumental in hardware purchasing decisions

- Sales / Support Representative

Education
Video Game Design and Development (July 2005 – December 2006)
International Academy of Design & Technology - Toronto, Ontario
- Programming lead for *Six*, a first person shooter
  - Developed in C++ using OgreSDK
  - Assigned tasks and tracked progress of five programmers
  - Oversaw development of a level editor for artists to place props and models
  - Advised artists on polygon count, animations, and naming conventions
  - Produced UML Diagrams of game state and entity hierarchy for development reference
  - Implemented systems for automatic doors, elevators, and improved performance
  - Talked about some technical details and challenges during the post-mortem
- Programmer and artist for *Predator: The Hunt,* a third person shooter
  - Developed in C++ using OgreSDK
  - Created interfaces for FMOD, RakNet, and OIS to work with custom code
  - Implemented network code using RakNet interfaces allowing for two simultaneous players
  - Modeled, textured, rigged, and animated various character models
  - *Predator: The Hunt* would later become the basis for *Six*
- Editor in chief for *Sk1llz Magazine Vol.2 Iss.3*
  - Formed the issue's theme and ensured little deviance
  - Set and met tight timelines for articles, layout, and graphics

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Interests
- Sports, Games (board, video, mental)
- Music, Movies
- Spoken Languages
- Artificial Intelligence (tactical, camera)