

PHILLIP SALTZMAN

8031 145TH AVE NE
REDMOND, WA 98052
PHONE (425) 242-0296
MOBILE (412) 657-9484
E-MAIL me@phillipsaltzman.com
WEB <http://www.phillipsaltzman.com>

OBJECTIVE

A fulltime gameplay engineer role developing first class commercial video games

EDUCATION

Master of Entertainment Technology, 2004 – 2006

Carnegie Mellon University, Pittsburgh, PA

BS – Computer Science, Minor – Political Science, 2000 – 2004

Northwestern University, Evanston, IL

SKILLS

Languages: C, C++, C#, .Net 2.0, Java, Lisp, Scheme, Python, OpenGL, Edith, Jam

Web: ASP.Net, HTML, Javascript, CSS, PHP, SQL

Applications: Visual Studio, ProDG, XEmacs, Photoshop, Illustrator, Perforce

WORK EXPERIENCE

Microsoft – XNA Live Server, Redmond, WA

Software Development Engineer 2, June 2006 – Present

- Helped design and create leading online features for Xbox 360 games including tournaments, content sharing, and secure digital object transfer
- Credited on Viva Piñata, Forza Motorsport 2, and Project Gotham Racing 4
- Updated the administration webpage framework to eliminate common headaches
- Created and maintained group infrastructure including build server and training wiki

Electronic Arts, Redwood Shores, CA

Software/Object Engineering Intern, May 2005 – August 2005

- Shipped title: *Sims 2* for PlayStation 2, XBOX, and GameCube
- Became proficient in the Edith scripting language in “record time”
- Responsible for the 2-player feature in *Sims 2*
- Showed proficiency for fixing bugs in legacy code

Insurance Benefit Spot Check, Sacramento, CA

Software Engineering Intern, Summers 2004, 2003, 2001

- Ported the flagship product to new models of embedded credit-card terminals
- Maintained large legacy codebase
- Collaborated with vendor to resolve issues in new APIs

PROJECTS

The Experimental Gameplay Project

- Completed a dozen rapid prototype games including all code, art, and sound
- Project featured on Gamasutra.com, Joysiq.com, G4TV, and BusinessesWeek

Panda3D

- Prototyped and implemented a new model exporter for 3D Studio Max
- Designed and implemented a tutorial curriculum to be bundled with the engine

Building Virtual Worlds

- Acted as programmer on diverse two-week teams
- Platforms included virtual reality, audience interaction, the Jam-o-Drum (a unique tabletop interface), and custom-built giant Nintendo controllers