

Sheridan Thirsk

Software Engineer

mail@sheridanthirsk.com
http://sheridanthirsk.com

Seattle WA
206.331.9938

Education

Bachelor of Science in Software Engineering (June 2007)
University of Calgary
Calgary, Alberta, Canada

Skills

- Experienced in programming primarily in C++, C#, LUA, ActionScript and also C, Java, PHP, Python
- Trained in engineering methodology, project management, code architecture design and cost-benefit analysis
- Educated in matrix math, calculus, static and dynamic physics, multi-threading, and network transmissions
- Focused on physics and gameplay mechanics with flexibility for fast iterations and response from feedback
- Strong in communications and planning with coworkers of various backgrounds and disciplines

Professional Development Experience

Software Engineer
Sep 2009 - Dec 2011

Flying Lab Software | flyinglab.com | Seattle, WA, USA
Big Bang Entertainment | bbegames.com | Phoenix, AZ, USA

- Developed 3D Flash render prototypes
 - Writing lighting and shadow shader code for unreleased version of Flash with 3D rendering
- Developed 2D minigames for unreleased project
 - Used physics model for realistic prize wheel, used real time input and designer XML data for rhythm game
- Developed 6 player pirate game for *Free Realms* MMO on PC and PS3.
 - Focused on boat-water motion and collision, client-server packets, and implementing creative gameplay.
- Developed cooperative twin-stick-style space shooter for *Clone Wars Adventures* MMO.
 - Complex 3D rotations, AI pathing with bezier curve smoothing, various weapons and other gameplay.
- Ported *Free Realms* to PS3
 - Rewrote UI elements and slow C++ algorithms for performance, priority queuing and PS3 constraints

Software Engineer I
Jan 2007 - Sep 2009

HB Studios | hb-studios.com
Halifax, NS, Canada

- Developed *NBA Live 09* for Wii, *Tiger Woods 10* for PSP/PS2, *World Cup 10* for PSP,
 - Generated new pointer-based GUI using C++ and Actionscript with an Object-Oriented focus
 - Managed large data tables for assets and created UI elements to simulate TV broadcast
 - Rendered 3D models with complex rotation, texture mapping, lighting and new custom shader in HLSL

Product Integration and Test Co-op Jan - Aug 2006	General Dynamics Canada gdcanada.com Calgary, AB, Canada
---	---

- Developed military communication automation software,
 - Worked with secure military communications equipment used by Canadian and British Armed Forces
 - Investigated, diagnosed, and solved major memory issues increasing reliability

Game Programmer Intern Apr - Aug 2005	Black Tempest Unleashed Games
---	-------------------------------

- Assisted on full licensed CryEngine third-person game in C++, LUA
 - Added gameplay elements, visual effects and GUI enhancements
 - Created auto-aim assistances with vector geometry including quaternions and trigonometric functions

Independent Development Experience

Game Maker 2009, 2011-present	http://sheridanthirsk.com/software/
---	---

- Designed and developed a multiplayer game using C# XNA libraries for PC, Zune and Windows Phone 7
- Wrote realistic physics library with force vectors, collisions, trigonometry and projectile motion formulas

Script Programmer May - Dec 2005	Independent (for Crytek) www.crytek.com
--	--

- Fulfilled a short term contract for community requested features to the game *Far Cry* as official patch 1.4

PC Game Mod Developer Mar 2004 - Mar 2005	Escape Key Creations http://sheridanthirsk.com/software/tacto
---	---

- Programmed and designed a modification for the PC game *Far Cry* by CryTek
- Innovated entirely new multiplayer gametypes and created visual skins, audio sounds, UI interfaces
- Featured in *PC Gamer UK* October 2006 in addition to over 30000 downloads

Various Experience

Gaming League Founder 2004 - 2005	Far Cry League
---	----------------

- Coordinated with gaming organizations to negotiate conduct and gameplay rules
- Created complete website with statistics using integrated MySQL database using PHP
- Adjudicated any disagreements over the rules and resolved disputes

Competitive Gamer 2001 - present	Infantry, Starcraft, Warcraft 3, Battlefield 2, Far Cry, Starcraft 2, Battlefield Bad Company 2, Battlefield 3
--	--

- Commanded competition teams in various leagues using training sessions and military style communication
- Analyzed game design for competitive edges, key areas on the map drawn with diagrams and screenshots.