Peter Kuhn

Software Engineer

704 Elkin Ct, Delmar NY, 12054

Email	thep3000@gmail.com
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O b j e c t i v e

Seeking a mid level software engineering position near the Research Triangle of NC.

E x p e r i e n c e

Vicarious Visions – Activision   **M1 Software Engineer**

http://www.vvisions.com   *January 2010 – current*

Unannounced Project: XBox 360, PS3, Wii

- o Engineered a build system that kept all platform builds and tools in working order and a team of 100+ productive. Maintained all platforms and tools.
- o Learned low level hardware and compiler intricacies across platforms.
- o Performed several build pipeline changes to move away from legacy tech.
- o Performed many low level core system tasks while replacing legacy tech with an internal engine including memory system work, data organization, tools, code and data build systems, platform specific code, etc.
- o Main support contact to the team with any engine/build related issues
- o Coached and mentored 5 engineers as a sub-lead. Provided QPS feedback.
- o Performed code and technical design reviews, participated in Scrum meetings.

Vicarious Visions – Activision   **Junior Software Engineer**

http://www.vvisions.com   *June 2009 – January 2010*

Guitar Hero 5 Wii

- o Owned and supported a very volatile section of the game successfully

Transformers: War For Cybertron DS (Autobots and Decepticons)

- o Programmed boss fights and fx – robust systems that could be used across both SKUs. Provided support to designers and artists.

Vicarious Visions – Activision   **Software Engineer Intern**

http://www.vvisions.com   *December 2007 – August 2008*

James Bond: Quantum of Solace DS

- o Extensive redesign and evolution of existing C++ technology used to ship a large number of previous handheld games
- o Implemented and supported several game features
- o Experienced the development process from late preproduction to beta

Guitar Hero 4 Wii

- o Quickly learned and became productive with an unconventional proprietary programming language
- o Merged code from other platforms into the Wii codebase
- o Reworked legacy code into a new internally developed product

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Electronic Arts – Chicago, IL   **Software Engineer Intern**

http://www.ea.com   *June 2007 – August 2007*

Worked on an unreleased next generation AAA fighting title for Xbox360 and PS3

- Implemented and supported an extendable Asset Viewer on the XBox 360 with C++, C#, and proprietary packages
- Primary Contact for artists and other users of the Asset Viewer
- Worked closely with artists and managers on toolsets/features for workflows
- Utilized XBox 360 and PS3 development environments

M.U.P.P.E.T.S.   **Lead C# Integrator**

http://muppets.rit.edu   *September 2005 – June 2007*

Microsoft Research funded multi-language runtime programmable game engine

- Responsible for designing and implementing C# functionality into the core
- Worked very closely with the CLR and cross AppDomain interaction
- Debugged undocumented issues pertaining to cross domain static variables

P r o j e c t s

Aliens   **Engine / Effects Programmer**

http://games.rit.edu/node/94   *May 2007*

- Created from the ground up in C++/DirectX and XNA in parallel in 10 weeks
- Primary stakeholder in engine technology, design and architecture
- Wrote shader architecture and many special effect shaders
  - Water, Heat Wave, Vertex Animation, Night-Day, Bloom, Reflection
- Wrote octree and other key components of the engine
- Shown off during Microsoft GameFest 2007 Keynote given by Chris Satchell

Rocktropolis   **Principle Programmer**

http://games.rit.edu/node/113   *March 2007*

- Wrote engine from scratch. Key technologies utilized: C++/DirectX
- Timing oriented gameplay with Guitar Hero Controller
- Unique pseudo 3d engine with custom "World Builder"
- Shown off at RIT's booth at GDC 2007 in San Francisco

Gameboy Advance Graphics API   **C**

Created a graphics API for the GBA with features such as line drawing with Bresenham's, antialiasing with Wu's, circles, polygons, filled polygons, and clipping.

3D Rubik's Cube   **C and OpenGL**

User interactive and self solving, including multiple views and full animation. Later ported to iPhone and Android (my version of HelloWorld).

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C a p a b i l i t i e s

Languages: C++(8+ yrs, 3 yrs professionally), C#(5+ yrs), Java(8+ yrs), Objective-C, Python, Lua, RegEx, XML. Familiar w/: Mel, MaxScript, Perl, Ruby

Libraries: DirectX, OpenGL, HLSL, Cg, XDK, Cell, Revolution-SDK, NITRO-SDK, iPhone SDK, Android SDK, XNA, Unity, FMOD, XACT, WPF/Winforms

Software: Visual Studio .NET 2008, p4win, p4v, Eclipse, Vim, Visio, PIX, Max, Maya, Subversion, MediaWiki, TWiki, oneNote

Operating Systems: Windows 7, Linux (Ubuntu, Gentoo), MacOSX

E d u c a t i o n

Rochester Institute of Technology — Rochester, NY

BS in Software Engineering — GPA: 3.7/4.0

Application Domain in Game Development, Japanese — PFOS: 3.8

R e f e r e n c E s

Available upon request.