

Dan Brakeley, Programmer

Website: www.brakeley.net

- Industry Experience -

Games Shipped:

- **Sly 2: Band of Thieves** (2004, PS2, Sucker Punch Productions)
- **Sly 3: Honor Among Thieves.** (2005, PS2, Sucker Punch Productions)

2006 to Present – Programmer at Harmonix Music Systems

Cambridge, MA

2003 to 2006 – Programmer at Sucker Punch Productions

Bellevue, WA

Responsibilities: Primarily worked with in-house Scheme-based scripting language to implement the high-level game play logic and missions. Worked closely with design, art and technical staff to bring the design to life. Also responsible for debugging and tweaking of engine code when necessary (C++ on PlayStation 2 development hardware). Also worked in Maya API and Maya's MEL scripting language to help build Sucker Punch's Maya-based toolset.

2001 (summer) – Product Tester at Nintendo of America

Redmond, WA

Responsibilities: Play-tested the US release of *Mario Kart: Super Circuit* for Game Boy Advance and the Japanese release of *Wave Race: Blue Storm* for Gamecube.

- Applicable Skills -

Programming (in order of experience): C/C++, Win32 API, HTML, PHP, Maya API, MEL Scripting, Scheme/Lisp, Assembly (Game Boy Color, 68k, Intel), OpenGL

Software Packages/Operating Systems: Microsoft Windows 9x/NT/2K/XP, Visual C++ 6.0/.NET, Maya 7.0, Perforce, Visual Source Safe, Microsoft Office, Adobe Photoshop, Blender 3D, Linux, MacOS

Interpersonal: Good communicator, with experience working closely with both technical and art staff, and translating between the two when necessary.

- Education -

1999 to 2002 – DigiPen Institute of Technology (www.digipen.edu)

Redmond, WA

Major: B.Sc. in Real Time Interactive Simulations
Graduated December 2002 with a 3.9 GPA.

Team Projects: Team sizes ranged from 6 to 8 people, and would take 1 or 2 semesters to complete. Teams chose their own design within a set list of technical requirements. Projects include a text-based adventure game, a 2D side-scroller, a 2D Puzzle/Action game, a 2D space shooter (rendered in 3D using OpenGL), and a 3D console-style RPG parody (named Crazy Cross, which was a 2003 Independent Games Festival Student Showcase Finalist).

Individual Projects: Includes a ray tracer; a 2D top-down driving-shooter game in Assembly for the Game Boy Color; a Game Boy Color tile editor for Windows; a basic 3D rendering engine capable of rendering texture mapped triangles with back-face culling, 3D frustum clipping, per-pixel depth buffering, and per-pixel lighting (entirely in software); a simple BSP tree creator/viewer for 3D scene rendering without a depth buffer; and a web-based message board/forum and bug tracker using HTML, PHP and SQL.

1998 to 1999 – Dartmouth College (www.dartmouth.edu)

Hanover, NH

Studied: Computer Science and Japanese. Transferred Computer Science and Film credits to DigiPen.