

Leon Hartwig

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Cell: (858) 922-2385

leon+resume@hartwigonline.com

QUALIFICATIONS

Software engineer with ten years of experience in the games industry. Primary areas of interest and expertise are AI, gameplay, and multiplayer systems.

EXPERIENCE

Senior Programmer, [Zenimax – Arkane Studios](#), Austin, TX (Aug 2011 – Present)

- **[DISHONORED](#)** (Xbox 360, PS3, PC): 1st person stealth action/adventure game (**Unreal 3**).
 - AI character and behavior implementation.

Senior Programmer, [Zenimax - id Software](#), Richardson, TX (Aug 2010 – Aug 2011)

- **[DOOM 4](#)** (Xbox 360, PS3, PC): 1st person shooter game (**idTech 5**).
 - AI character and behavior implementation.

AI/Gameplay Programmer, [2K Marin](#), Novato, CA (Mar 2008 – Jul 2010)

- **[XCOM](#)** (Xbox 360, PC): 1st person shooter game (**Unreal 3**).
 - Performed initial groundwork to expand a single player vertical slice to support multiple players.
 - Implemented incapacitation/revival mechanics for multiplayer co-op.
 - Created a co-op game pace manager inspired by the [AI Director](#) of [Left 4 Dead](#).
- **[Bioshock 2](#)** (Xbox 360, PS3, PC): 1st person shooter game (**Unreal 2.5**).
 - Contributed to AI, gameplay, and tools using C++, UnrealScript and UnrealEd.
 - AI character and behavior implementation: [Brute Splicer](#), [Big Sister](#), [Alpha Series Big Daddy](#).
 - Prototyped the player Drill Dash ability and other underwater player movement and abilities.

Senior Programmer, [Sega - Secret Level Inc.](#), San Francisco, CA (Jan 2007 – Mar 2008)

- **[Golden Axe: Beast Rider](#)** (Xbox 360, PS3): 3rd person action/adventure 3D combat game.
- Created a tactical AI system that used behaviors created in a visual hierarchical state machine editor.
- Led a small group of AI designers and scripters, enabling them to implement character behaviors.

Programmer, [BottleRocket Entertainment](#), San Diego, CA (Oct 2005 – Jan 2007)

- **[Xiaolin Showdown](#)** (PS2, PSP): 3rd person arena fighting 3D action game.
- Created an effects scripting and simulation system, along with a GUI tool to edit and preview effects.
- Implemented save/load systems and managed TRC compliance for memory cards.

Game Developer, [Mobliss Inc.](#), Seattle, WA (Feb 2005 – Jun 2005)

- **[Slyder](#)** (BREW Mobile): 2D puzzle maze strategy game.

Software Engineer, [Valve Corporation](#), Bellevue, WA (Jan 2000 – Oct 2003)

- **[Counter-Strike](#), [Half-Life](#), [Team Fortress](#), [Day of Defeat](#), [Half-Life Source](#)**
- Developed 1st person shooter games for **PC** using C and C++.
- Implemented NPC AI, game rules, weapons, HUD, effects, and world objects.
- Added multiplayer features and addressed security issues in multiplayer components.

Software Engineer, Independent (May 1999 – Jan 2000)

- Developed **[Phineas Bot](#)**, a multiplayer AI (“bot”) for [Half-Life](#), using C and C++.

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SKILLS

- Platforms: **Xbox 360, PS3, PC, PS2, PSP**
- Languages: **C, C++, Lua, UnrealScript**
- Engines: **idTech, Unreal, Half-Life, Source**
- Middleware: **Havok Behavior, Havok Behavior Tool**
- Design tools: **UnrealEd, Hammer, Maya** (as a design tool via plug-ins)

- Proficiency in many tools related to game software development, including:
 - Microsoft Visual Studio/C++
 - Microsoft Xbox 360 Game Disc Authoring Tool
 - Dev kits for Xbox 360, PS3, PS2, and PSP
 - ProDG tools for building and debugging on PS3, PS2 and PSP
 - GCC, Makefiles, and related building tools
 - Perforce, Subversion, Microsoft Visual Source Safe, CVS
 - Hansoft, JIRA, Bugzilla, TestTrack, Mantis, PVCS Tracker

- General understanding of most game subsystems such as gameplay, AI, animation, physics, client/server networking and messaging, input, and HUD.
- Experience with Windows GUI programming in C++ to create applications and tools.
- Familiar with cross-platform development, environments, and processes.
- Ability to work through problems by using not only personal knowledge, but also the wisdom of other people and sources such as books and the Internet.
- Strong ability to communicate with designers, animators, and artists to help them with day to day issues and enable them to add content and features to the game.
- A proactive interest in spreading good development processes and practices to my team and my company.

EDUCATION

Western Michigan University (September 1996 – April 2001)

Majors: Computer Science, Philosophy

Minors: Mathematics, Astronomy

Organizations: Upsilon Pi Epsilon (Honor Society for Computing Sciences)