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Objectives

To act as a force multiplier in a development studio, using my skills to make every developer more effective.

To get high-quality software into the hands of users as quickly as possible, bringing meaningful changes on a regular schedule.

To work with a dynamic and energetic team in pursuit of our mutual passion for creating the best possible experiences for the players and users.

In Brief

Efficiency Specialist Adept at noticing and solving impediments that come up in day-to-day work. Perform management and development methods as necessary to remove barriers facing the staff that prevent them from doing the best job possible.

Quality Expert Use and share development techniques that get tools and game engines built quickly and robustly while ensuring that future needs remain easy to add.

Generalist Talented programmer who knows the fundamentals and more about rendering engines, physics systems, artificial intelligence, and toolchains. Equally capable of high level guidance of teams as tuning and optimizing the low-level code.

Risk Manager Sensitive to risks throughout the development cycle. Mindful of a broad array of scenarios that may impact the schedule or otherwise negatively affect the development process.

Pragmatist Always looking for solutions that best serve the game, provided incrementally, and working up to general-case code only if such code is actually required.

Game Development Employment

Mighty Sprite

April 2013–present

Chief technologist. Develops software solutions for video games and related industries. Delivers high quality solutions quickly, from end-to-end data processing pipelines to shaders and video rendering, from development tools on Windows to runtimes in VR and casino applications. Develops APIs with an eye for robustness and ease of use by other programmers.

Ready At Dawn Studios

May 2009–April 2013

Senior programmer. Created an in-place replacement for the previous build system yielding a 90-99% reduction in build times. Created in-house DDL that supported multidimensional inheritance that was used for all of the asset metadata.

Incinerator Studios

July 2006–May 2009

Principal engineer. Primary focus on the user experience and responsible for camera, controller, data persistence, general optimization and low-level bug fixer. Mentor and firefighter.

- Jailed Games** August 2005–July 2006
Lead programmer. Responsible for high-level code vision and architecture while keeping the programmers tasked appropriately. Focused primarily on tools and pipeline to allow the project to go into production with few barriers.
- Sammy Studios** August 2003–January 2005
Technical Architect. Hired to bring a rough game design to prototype stage in two months. Introduced development team to agile methodologies, spearheading the effort to bring Scrum into use at Sammy (now High Moon Studios).
- BellyFireGames!** February 2003–July 2003
Lead Programmer and principal in a short-lived independent game company.
- Sony Computer Entertainment America** May 1996–February 2003
Senior programmer. Did tools and systems programming for several successful PlayStation titles.

Notable Work

- A contractor's flexibility** over the past five years has allowed me to juggle the needs of disparate clients effectively, providing solutions on schedule to companies around the world and serving teams of 10 to 1000.
- Eight titles in three years** at Incinerator Studios. While I worked on three “full-cycle” games, as principal programmer I helped five other games ship across the THQ family of studios.
- Spongebob and Friends vs. the Globs of Doom** Wrote a complete replacement of the fully asynchronous data persistence mechanism with feature parity between Wii, PS2, and PC in the two weeks before submission.
- MX vs. ATV: Untamed** Quickly and accurately merged codebases that had forked years earlier so that the cross-platform development could be more easily accomplished with the small programming team.
- Syphon Filter: The Omega Strain** Designed all the file formats, developed compression schemes to take advantage of the PS2 hardware, wrote all the 3D Studio plugins and several other user-level and build tools including an arbitrary file format converter.
- Syphon Filter 1, 2, & 3** Wrote all the user interface code, a fully-featured text-display system, all menu code, much of the low-level game engine maintenance code and much of the game object code in addition to all of the build and artist tools.
- Bubsy 3D** Brought on to do the game build in the final weeks of the project. Optimized the build process to make it fast and automatic (optimized an 8-hour manual process to 30 minutes and one-click), and then transitioned to system-level PlayStation coding to fix TRC issues.

Education

- University of Vermont, Burlington, Vermont** August 1990–May 1994
BS in Computer Science, minor in Electrical Engineering.