

Brian W. Hackbarth

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WORK EXPERIENCE

- **Raven Software** January 2008 - Present
Senior Gameplay Programmer
Discuss, design, and implement various gameplay systems. Work intimately with other disciplines to complete features quickly and with high quality. Considered a generalist, have worked on everything from AI, to player movement, physics, UI, animation, and network programming. Shipped titles include *Wolfenstein* available for 360, PS3 and PC.
- **Electronic Arts, Chicago Studio** June 2007 - November 2007
Software Engineer I
Member of the *MARVEL* Gameplay team. Worked primarily on environment programming, focusing on object interaction and destruction. Also worked with the Content Solutions team supporting the tool pipeline, implementing features for customers, and providing runtime and tool-side support for teammates when needed.
- **Electronic Arts, Redwood Shores Studio** May 2006 - August 2006
Software Engineer Intern
Worked with the *The Lord of the Rings: The White Council* team. Tasks ranged from fixing unit tests and setting up a network testbed to implementing network time synchronization, debug object visualization, and the mini-game framework.
- **Purdue University, Computer Science Dept.** September 2005 - May 2007
Teaching Assistant
Lead lab sections of approximately 20 students. Answered questions and encouraged productive thinking about problems. Other duties included planning lab and project exercises, grading, and holding weekly office hours.
- **Computer Systems Lab, UW-Madison Computer Science Dept.** June 2003 - August 2005
Student Labstaff
Wrote and maintained infrastructure software, web forms, and various scripts to support the full-time staff. Other tasks included supporting over 1000 machines as well as a large user base.

EDUCATION

- **Purdue University** September 2005 - May 2007
Awarded Masters degree from the Department of Computer Science.
- **University Wisconsin-Madison** September 2001 - May 2005
Awarded Bachelor of Science degree from the Computer Sciences and Mathematics Departments.
Graduated with distinction in top ten percent of class.

Technical Skills

- Proficient in C and C++
- Experience with C#, Python, and Java
- Comfortable in both Windows (*Visual Studio*) and Linux/UNIX (*emacs/gdb*) development environments
- Familiar with Perforce, Subversion, and CVS revision control systems
- Experience with Havok Physics™