



Mick Charles Beaver

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Objective

To apply my strengths of learning and manipulating large systems within a creative and challenging software project.

Experience

The Center for High Throughput Computing, Madison, WI

April 2009 - Present

System Administrator

- Contributed to supporting compute clusters (OS install, configuration, automation, monitoring, etc.).
- Directly supported users of the Condor software, including help with job submission, server configuration, and application debugging.

Human Head Studios, Madison, WI

December 2009 - March 2010

Technology Programmer

- Responsible for PS3 executable builds, console profiling, and general bug fixes.

Activision/Raven Software, Middleton, WI

August 2007 - September 2009

Software Engineer

- Contributed to the technical design and implementation of the game engines.
- Did work with tools, save game APIs (PC/PS3/Xbox 360), input, matchmaking, editor database connectivity, particle effects editor, call stacks from crashed game consoles, compiler optimization assessment, console profiling, and the asset build system.
- Led lunchtime seminars for continuing education of in-house software engineers.

- Shipped titles:
 - Wolfenstein
 - Singularity

Activision/Raven Software, Middleton, WI

January 2007 - August 2007

Asset Manager/Build Engineer

- In charge of asset organization, specifically enforcing the chosen naming scheme and updating shaders on models.
- Made updates to the forward asset creation system and did troubleshooting on asset creation errors.
- Also in charge of numerous automated reports written in Python and C/C++ for analyzing game assets and memory budgets.

Undergraduate Projects Lab, University of Wisconsin - Madison

Fall 2005 - Fall 2006

Volunteer Coordinator

- Led the jMonkey Engine tutorials for the Games Special Interest Group.
- Wrote a portion of the engine for a 2D platformer game project.

Computer Systems Lab, University of Wisconsin - Madison

May 2004 - December 2006

Student Programmer/System Administrator

- Supported hardware and software in a large heterogeneous environment consisting of Linux, Solaris, and Microsoft Windows computers.
- Duties included bug fixes and feature requests for existing software, building software from source, system installation and configuration, inventory management, and writing scripts to automate tasks.

Education

University of Wisconsin - Madison

Winter 2009

- Bachelor of Science degree in Mathematics

Technical

Languages

- Proficient with C and Python
- Comfortable with C++, Perl, Bash, and SQL

- Have experience with C# (ASP.NET), Java, Batch scripting, and Common Lisp

Operating Systems

- Proficient using GNU/Linux and FreeBSD systems as both a desktop and development environment
- Comfortable using Microsoft Windows along with MSDN and the Win32 API

Game Engines

- A highly modified version of idTech 4 was used on Wolfenstein
- Unreal Engine 3 was used on Singularity

Software

- GNU Emacs, Eclipse, and Microsoft Visual Studio IDEs
- Vim text editor
- GNU Make and SCons build systems
- CVS, Subversion, Mercurial, Git, and Perforce version control systems
- Condor workload management system
- DevTrack and Request Tracker issue-tracking systems

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