Neil Killeen

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Education

Computer Science: Computer Game Design B.S. — **University of California, Santa Cruz**

- Graduated in August 2014 with Highest Honors

Skills

Languages	C, C++, C#, Java, Objective-C, LISP, Javascript, HTML, UML, Visual Basic
Technologies	Visual Studio, Xcode, MonoDevelop, VIM, EMACS, Eclipse, Unity, Git, GitHub, PuTTY Code::Blocks, NetBeans, IntelliJ Idea, POSIX, OpenGL, TCP/IP, VMWare, VirtualBox
OS	Windows, Windows Server, Mac OSX, Linux, Minix, and UNIX
Methodologies	Agile/Scrum, Waterfall
IT	Data Warehouse, Workstation Support, Mail Server Setup, Network Design, Windows Domain Controller Setup

Work Experience

System Administrator — **Netrique Inc.** — **Jan 2008 - Mar 2009**

- Troubleshoot hardware and software problems.
- Design and deploy networks; maintain system efficiency and security within the client's network.
- Administer servers, workstations, printers, routers, switches, firewalls, phones, software, and security updates.

Notable Projects

Horror Stories (Windows, Mac) — **horrorstoriesgame.com** — **C#**

A cooperative, fully networked 3D survival horror game based on multiple perspectives and a dynamic environment.

Achievement Won Grand Prize @ 2014 UCSC Sammy Awards (Nominated: Technical Design, Audio Design)

Responsibilities Underlying networking structure, enemy artificial intelligence, player function, item/POI interactions, events, voice chat, menus.

- As the lead network engineer, I assisted my development team with network programming, I built a framework for our networking data structures, and I kept the build free of throughput issues.
- Substantially improved the network synchronization accuracy of physics objects through the use of a customized network transform interpolation script.
- Created the dynamic enemy spawning network (DESN), which spawns enemies in different areas depending on current player conditions.

Technologies Unity, Git, GitHub, Visual Studio, MonoDevelop

3D Tetris (Windows, Mac) — ***C++, GLSL***

Featured skills Graphics programming, linear transformations, multithreading, and 3D modeling

Technologies Xcode, OpenGL(GLEW/GLUT)

Chatter (Windows, Mac, Linux) — ***Java***

A lightweight IRC server and client.

Featured skills Network programming, networking design patterns, sockets, multithreading, GUI

Lottery Scheduler (Minix) — ***C***

A process scheduler for the Minix operating system.

Featured skills Systems programming, virtualization