

# CASEY DONNELLAN

*Software Engineer*

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caseydonnellan.com

## PROFESSIONAL EXPERIENCE

### ***Certain Affinity***

***June 2012 – Present***

***Austin, TX***

*Unannounced AAA Multiplayer FPS, Engineer (January 2015 - Present)*

- Implemented most of the game's medals, challenges, and stat related features
- Rapidly diagnosed and fixed bugs in a multi-million line codebase
- Worked with a large team of engineers across companies and physical locations

*Age of Booty: Tactics, Lead Engineer (July 2014 - December 2014), Engineer (June 2012 - July 2014)*

- Primary client architect on a large-scale iOS game
- Developed a system for providing downloadable content and integrated it into the build pipeline
- Worked closely with designers, artists, and other engineers
- Hired and managed contractors

### ***Y-12 National Security Complex***

***May 2008 – Dec 2008***

***Oak Ridge, TN***

*Web Development Intern*

- Implemented a major redesign of the central hub of the facility's intranet
- Used PHP, Javascript, CSS, and AJAX extensively
- Worked on a team of other programmers, database engineers, graphic designers, and writers

## EDUCATION

### ***The Guildhall at Southern Methodist University***

***Plano, TX***

*August 2010 – May 2012*

*Master of Interactive Technology, specialization in Software Development*

*Thesis: An Empirical Study on Cross-Platform Game Development*

- Created a game for Windows, Macintosh, and PS3 simultaneously
- Extensively utilized the PS3's unique Cell architecture

### ***University of Tennessee***

***Knoxville, TN***

*Aug 2006 – May 2010*

*Bachelor of Science in Computer Science, Minor in Mathematics*

*Graduated Magna cum Laude, with Honors*

## TECHNICAL BACKGROUND

- **Expertise:** C#, Unity3D, C/C++, Visual Studio, Perforce, Jira, TeamCity, iOS
- **Proficiency:** Unreal, Direct3D, OpenGL, Javascript, Python, PHP, CSS, vi

## AWARDS AND ACTIVITIES

- Frequent Game Jam participant
- Voted "Unsung Hero" by peers at Certain Affinity, 2013
- Thesis project awarded "Software Development Honors" by SMU faculty, 2012
- Selected as team MVP at SMU for work on capstone game project, "Arbor", 2012
- Studied abroad at City University of Hong Kong, 2009