

# PETER LAWRENCE PHILLIPS

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## OBJECTIVE

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Innovative professional with over sixteen years of team leadership and development experience spanning the entertainment, utility, real estate, communications, prepress, recording, and software industries with the talent and desire to make AAA games.

## WORK EXPERIENCE

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**THQ** Austin, TX May 2008 to Present

### Senior Programmer

Created and maintained the physics and movement code for an MMO including optimized terrain representations.

**MILLIONS OF US** Sausalito, CA May 2007 to May 2008

### Technical Director

Hired and managed the technical and IT teams. Contributed to various client projects both inside virtual worlds and building original virtual worlds.

**LINDEN LAB** San Francisco, CA June 2005 to May 2007

### Studio Director

Managed the fraud tools and billing studio. Created LindeX, Second Life's US\$110,000,000 per year virtual currency exchange. Managed the Second Life web team. Managed the virtual currency supply to maintain a stable economy.

**ELECTRONIC ARTS** Redwood City, CA April 2002 to June 2005

### Live Team Lead

Managed the Ultima Online Live team. Also maintained and enhanced both client and server components of a massively multiplayer online game as part of both the client and server teams.

**COOK-HURLBERT** Austin, TX June 2001 to February 2002

### Senior Software Architect

Defined, designed, and implemented an automated service infrastructure, and configuration tools to support a GIS product for the utilities industry. Mentored intern.

**HEMLOCK.COM** Austin, TX March 2001 to June 2001

### Software Architect

Implemented a web-based search interface for an online real estate brokerage.

**MSHOW.COM** Austin, TX June 2000 to February 2001

### Software Architect

Defined, designed, and implemented a middleware architecture for data access and interchange, and an automated presentation conversion/archival system as part of a web based broadcasting system.

**THINKLINK** San Francisco, CA September 1999 to June 2000

### Senior Software Engineer

Defined, designed, and implemented a highly-scalable XML based middleware architecture for data access and interchange as part of a five tiered unified messaging system. Managed others.

**AUTODESK** San Rafael, CA March 1999 to September 1999

### Software Engineer IV

Designed and implemented the server-side components of a lightweight document management system. Also designed an XML based datastore. Managed others.

# PETER LAWRENCE PHILLIPS

Continued, pg. 2

**BEST CONSULTING** Seattle, WA

January 1997 to March 1999

## **Software Design Engineer**

For **Microsoft**: Designed and implemented an automated test suite for COMTI. Advised the SNA Server group staff on the proper use of various COM features. Mentored intern.

For **Onyx**: Designed and implemented a large COM based data access API to mitigate the risk of too much dependence upon orphaned Microsoft APIs.

For **Cable Plus**: Hired, managed staff of ten, and designed the system architecture for an automated call center system integrated with customer care and PBX programming systems.

For **Microsoft**: Designed the system architecture and implemented the electronic messaging component of an online training web site. Deployed the system at Microsoft.

**THE COLOR PARTNERSHIP** Del Mar, CA

July 1996 to November 1996

## **Software Engineer**

Designed and implemented a multiplatform color management system.

**NU.MILLENNIA** San Diego, CA

February 1996 to June 1996

## **Windows Software Engineer**

Designed and implemented many components used to enhance multimedia CDs.

**MICROSOFT** Redmond, WA

June 1995 to January 1996

## **Software Design Engineer**

Designed, implemented, and stress tested components of MSDTC and MTS.

**PREDICATE LOGIC** San Diego, CA

June 1993 to June 1995

## **Staff Programmer**

Designed and implemented an application to calculate Function Points from design data for use in software development effort estimation and costing. Developed SEI CMM level 2-3 process.