

# 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.

## HARDWARE & SOFTWARE EXPERIENCE

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*Platforms:* Windows, OS X, Solaris, Irix, Linux, BeOS, BSD/OS, OpenBSD, FreeBSD, NetBSD  
*Tools:* Visual C++, GCC, SQL Server, Oracle, MySQL, Toad, IIS, Apache, Visual Basic, Rational Rose C++, VTune, BoundsChecker, Purify, Quantify, Deja Insight, Glowcode  
*Languages:* C++, PHP, SQL, JavaScript, HTML, XML, Visual Basic, VBScript, C, Lua, LSL, Lingo, Pascal, Ada, BASIC, 8086 Assembly, 6502 Assembly

## WORK EXPERIENCE

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

*THQ is a leading worldwide developer and publisher of interactive entertainment software.*

### Senior Programmer

- Physics Programming
  - Utilized Havok to create several optimized terrain representations including custom raycast implementations.
- Character Movement Programming
  - Created several customized movement systems spanning from the user's inputs to linear casting through the world to adjusting the output of the character mover to provide a better visual result.
- Vehicle Movement Programming
  - Created a vehicle movement system to support a range of vehicle sizes and locomotion types. The system allowed the design team to configure vehicles performance data and behavior to create experiences ranging from motorcycles to tanks to light aircraft. The system included a simulated suspension system, vehicle orienter, and specialized movement proxy to support characters one hundred times the normal size.
- Mentor
  - Mentored three junior programmers helping them to learn how to be a successful part of a large team.

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

*Millions of Us is an agency specializing in virtual worlds.*

### Technical Director

- Management
  - Hired and managed the technical and IT teams.
- Virtual World Development
  - Designed system architecture of web-based virtual worlds. Created scripted content inside virtual worlds using Lua and LSL. Created web APIs for connecting that content to the web using PHP. Developed embedded software in C++, also worked extensively with PlayStation 3 development kits.

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

*Linden Lab is the creator of the virtual world Second Life.*

### Studio Director

- Studio Director
  - Managed the fraud tools and billing studio.
- Project Management
  - Managed the Second Life web team, including feature planning, interdepartmental project coordination, and technologies updates.

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## **LINDEN LAB (continued)**

- Client and Server Development in C++  
Found and patched security vulnerabilities. Optimized client performance.
- Web Development  
Defined, designed, developed, and debugged new web features in PHP including creating and managing LindeX, Second Life's official user to user virtual currency exchange that is used for exchanging more than US\$110,000,000 per year and generates substantial revenues. Debugged and maintained existing features.
- Economy Management  
Formed and implemented economic policy and managed the virtual currency supply to maintain a stable economy. Bested the stability of most real currencies.

## **ELECTRONIC ARTS Redwood City, CA**

April 2002 to June 2005

*EA is a leading publisher of video games.*

### **Live Team Lead**

- Live Team Lead  
Managed the Ultima Online Live team, including publish planning, interdepartmental project coordination, and platform upgrades.
- Client Programmer  
Defined, designed, developed, and debugged new game features in C++. Debugged and maintained existing features.
- Server Programmer  
Designed, developed, and debugged new game features in C++. Debugged and maintained existing features, including database, bandwidth, memory, and CPU utilization optimization.
- Production System Support  
Performed on-the-fly troubleshooting and problem resolution on a system spanning hundreds of servers with hundreds of thousands of users. Deployment of client and server patches.

## **COOK-HURLBERT Austin, TX**

June 2001 to February 2002

*Cook Hurlbert designs and builds CAD tools for the utilities industry.*

### **Senior Software Architect**

- Product Architect  
Defined, and designed automated service infrastructure and configuration tools to support the core product.
- Project Management  
Tracked product release schedules and team tasks.
- TCP/IP and COM Development  
Designed and implemented an SMTP mailer component. Also designed and implemented an NT Service in C++ for processing recurring tasks with concurrency control, priority queuing and proxy processes.
- Visual Basic Development  
Implemented a complex multiform configuration tool in VB6.
- Database Development  
Developed SQL statements, scripts, and tables for deployment under Oracle 8.1.x.
- Mentor  
Mentored MIS undergrad intern on common software engineering processes and practices as well as providing answer to questions about C++, VB, COM, Windows installers, and more.

## **HEMOCITY.COM Austin, TX**

March 2001 to June 2001

*HomeCity provides an innovative home search service for prospective buyers.*

### **Software Architect**

- Web Development  
Developed IE and Netscape compatible ASP pages based on graphics templates supplied by a consultancy. The ASP pages used both VBScript and JavaScript to provide the necessary functionality. The ASP pages provided the customer the ability to set their search criteria, schedule appointments, and send messages to the HomeCity staff.

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**MSHOW.COM** Austin, TX

June 2000 to February 2001

*MShow.com provides a full-featured web conferencing solution.*

## **Software Architect**

- System Architect
  - Defined, and designed middleware architecture for data access and interchange.
- Database Development
  - Implemented automation compatible data access components in C++ and VB6. Developed efficient message queue in SQL. Tuned stored procedures to reduce lock contention.
- Web Development
  - Defined, designed, and implemented software to generate replays of online presentations. The replays included clickable thumbnails for navigation driven client-side via JavaScript.
- Audio Processing
  - Developed VOX to WAV file transcoder and various audio processing algorithms in C++ to improve conversion quality.
- TechTalk Host
  - Championed and hosted bi-weekly technical talks. Recruited speakers and coordinated resources.

**THINKLINK** San Francisco, CA

September 1999 to June 2000

*Thinklink provides comprehensive unified messaging services.*

## **Senior Software Engineer**

- Middleware Design and Development with MTS, COM, and DCOM
  - Defined, designed, developed, and debugged COM and DCOM middleware components in C++. These components converted data requests in the form of XML messages into optimized ADO shape commands and converted the resultant record sets back into XML. Deployed these components under MTS, and analyzed and tuned component footprints and performance under load.
- System Architect
  - Designed the system architecture for a large n-tier system.
- TCP/IP Development
  - Developed Winsock 2.0 based multithreaded TCP/IP client and server code utilizing asynchronous interfaces and IO completion ports. Also designed and developed an SMTP gateway.
- XML Development
  - Created components to manipulate data stored in XML formatted files utilizing the MSXML library.
- Management
  - Managed outside contractors, consultants, and junior team members.
- Telephony & VoIP Debugging
  - Debugged VoIP and voice messaging software written utilizing Dialogic, Cisco, and Real Networks technology. Implemented many test tools in VB6.

**AUTODESK** San Rafael, CA

March 1999 to September 1999

*Autodesk creates design software including AutoCAD, 3ds Max, and Maya.*

## **Software Engineer IV**

- COM & DCOM Development
  - Designed and implemented COM and DCOM interfaces between a Windows shell extension, a file tracking component, and a custom datastore. Integrated support for the WinNT security model into the product.
- C++ Development
  - Developed datastore components that provided additional client side caching, and server side efficiencies. Deployed components as a service under WinNT, and as a pseudo-service under Win9x.
- Database Development
  - Created database schemas, designed SQL queries, and developed OLE DB utility functions.
- Product Architecture Design
  - Designed XML based filesystem resident datastore to support a lightweight document management system.
- Management
  - Managed outside contractors and junior team members.

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**BEST CONSULTING** Seattle, WA

January 1997 to March 1999

*BEST Consulting provides services to the largest companies in the Seattle area.*

## **Software Design Engineer**

### *Consulting at **Microsoft**:*

- C++, COM, and Win32 Consulting  
Provided consulting services to the SNA Server group.
- COM Development  
Developed various applications to assist the SNA Server testing group in Visual C++, and Visual BASIC and utilizing ODBC and OLE DB.
- Mentor  
Mentored CS undergrad intern on common software engineering processes and practices as well as providing answer to questions about C++, COM, multithreading, and more.

### *Consulting at **Onyx**:*

- COM and ActiveX Development  
Developed a new query engine (database API) using ADO and COM in C++. Designed and developed heartbeat, and notification components in C++.
- VB & SQL Server Development  
Reworked existing VB6 codebase to use the new query engine. Also wrote various VB6 applications and stored procedures to exercise the query engine.

### *Consulting at **Cable Plus**:*

- System Architect  
Designed the system architecture for an automated call center system, tightly integrated with a customer information/billing system, and a GTE remote PBX programming system. Designed the state machine for the real-time interfaces supporting a fully automated and coordinated workflow.
- Project Management  
Managed the project staff of ten and budget of \$350K: including defining project scope, creating and collecting effort estimates, team building, acquiring/scheduling resources, tracking project status, and interfacing with BEST management and the client.
- Database Administration  
Administered the SQL Server database and created installation scripts.
- VB Development  
Utilized screen-scraping technology to interface a 32-bit VB5 application to a legacy 16-bit MS-DOS application.

### *Consulting at **Microsoft**:*

- System Architect  
Designed the system architecture and designed electronic messaging component of an online training database using VB 5.0, SQL Server 6.5, Exchange, and IIS.
- C++ Development  
Implemented a messaging DLL using MAPI, OLE DB, and ODS in C++. Utilized custom Schedule+ MAPI properties to allow for the generation of automated scheduling messages. Encapsulated the messaging DLL in a Win NT service.
- SQL Development  
Created timezone correction, and message queuing code in SQL.
- Debugging  
Debugged C++, VB5, SQL, HTML, and ASP code.
- Installation and Deployment  
Wrote the system's Installation guide, and deployed the system.
- Builds  
Performed regular database and application builds and installations during development and testing.

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## **THE COLOR PARTNERSHIP** Del Mar, CA

July 1996 to November 1996

*The Color Partnership designs and builds groundbreaking color management solutions.*

### **Software Engineer**

- C++ Development
  - Created Color Management software components for SGI workstations that allowed for the profiling of color monitors and the calibration of graphics cards, and utilized ICM profiles to describe the characteristics of each device.
- Device Driver Development
  - Developed serial communications routines to interface with an external measurement device.
- Crossplatform C++ Development
  - Used C++, RapidApp, MOTIF, and OpenGL under SGI Irix 6.2 and Visual C++, and OpenGL under WinNT for crossplatform development.
- Research and Development
  - Performed color matching and color transformation research and development.

## **NU.MILLENNIA** San Diego, CA

February 1996 to June 1996

*nu.millennia developed interactive multimedia experiences delivered on CD.*

### **Windows Software Engineer**

- C++ Development
  - Developed DLLs using Visual C++ for use in C++, VB, Macromedia Director, and Windows install scripts.
- SCSI and Filesystem Development
  - Designed Win95 application to read Macintosh HFS CDs using WinASPI32.
- Windows Development
  - Created and maintained universal Win95 and Win3.1 installation script for all products. Developed Windows 95 autoplay executables using Visual C++. Developed Windows 95 autoplay executables using Visual C++.
- Director Programming
  - Created product demos and promotional CDs using Macromedia Director. Created XObjects for Macromedia Director using Visual C++.

## **MICROSOFT** Redmond, WA

June 1995 to January 1996

*Microsoft is best known as the creators of Windows and Office.*

### **Software Design Engineer**

- C++ Development
  - Worked on the development of MSDTC and MTS in Visual C++ using COM and OLE. Also developed and tested performance counter DLLs.
- Debugging and Profiling
  - Debugged components using WinNT checked builds and the kernel debugger. Profiled the memory usage and performance of software components.
- SDK Production
  - Reviewed and revised written documentation and created code samples for the MSDTC SDK.
- Testing
  - Designed new testing tools, created MS Test scripts, wrote client applications, and stress tested a distributed service.
- Internet Consulting
  - Resolved network problems and configured web servers under WinNT and Linux.

## **PREDICATE LOGIC** San Diego, CA

June 1993 to June 1995

*Predicate Logic designs and develops software and processes for the US Navy.*

### **Staff Programmer**

- System Architect
  - Performed Object-Oriented Analysis and Design using Rational Rose C++ CASE tool. Designed and Developed application to calculate Function Points from C++ design data for software development effort estimation and costing.

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## **PREDICATE LOGIC** (continued)

- Process Development
  - Iteratively developed a software development process with an emphasis on a predictable schedule and extremely high product quality. Process helped the company meet SEI CMM level 2-3, and was intended to be sold with the effort estimation and costing applications.
- Crossplatform Object Oriented Development
  - Developed cross-platform GUI using Liant C++/Views and later ZINC Application Framework.
- System Administration
  - Configured Sun workstations, maintained user accounts and software.
- Network Administration
  - Created and maintained mixed network environment including PCs, Suns, and Macs. Set up Internet gateway, configured DNS and sendmail, and installed TCP/IP protocol suite. Installed and maintained software revision control system. Created Configuration and Installation Guide and baselined software on programming group's PCs.
- Product Evaluation and Procurement
  - Researched and evaluated Software Engineering tools and computer hardware.