

CLINTON BLACKMORE

D E V E L O P E R

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1 (403) 388-2349

EMPLOYMENT HISTORY

2014-Now Lead Sr. Programmer Crystal Buffalo Game Studio / Aeria Canada Studio

- Please see the ludography on the next page.
- Worked effectively with the teams I contributed to and the two distributed teams I led.
- Fixed many performance issues:
 - UI was slow; mobile fill rate was the problem; fix was to re-structure scene and write custom shaders
 - Vanilla A* too slow; fix was to implement Hierarchal A*; it passed automated tests full of corner cases
 - Replaced ill-fitting data-structures (ex. list -> array, dict, or heap)
 - Load-times were long; fix was to optimize import settings on audio and texture files
- I'm the go-to guy for merging help and git problems

2007-2014 Mac Sysadmin / Computer Technician Westwind School Division

- When you have computers, you have computer problems. With 4500 students and 200 staff, we had computers! My job was to make them work well
- I developed a good rapport with the teaching staff, support staff, and the tech team
- Imaged computers; packaged and deployed software, meeting staff and student needs
- Oversaw the rollout of printer drivers/settings to new copiers at 14 sites; it went smoothly
- Wrote software to update computer info in various databases to aid in redeploying fixed hardware
- If you needed something automated, or done at the command line, I was the one who did it

2004-2007 Game Programmer Digital Eclipse/Backbone Entertainment/F9E

- Further details are in the ludography
- Important text displayed by emulated arcade machines (which had vector displays) was impossible to read on a 2 inch, low-res screen. Wrote a wxPython utility to see the sequence of vector commands, so we could intercept the ones to display things like the score and enlarge them to legibility
- Emulated an 80186-based sound board. IIRC, it was cycle accurate

Summer 2002 Game Tester Electronic Arts Canada

Perseverance and good communication are vital to finding, documenting, and reproducing “random features”; my coworkers said, “[Clinton] really knows how to write up a bug”

EDUCATION

2002-2004 Student Ai Center For Digital Imaging and Sound

Acquired and applied knowledge of object-oriented design, programming, networking, artificial intelligence, 3D math, linear algebra, game theory, game design, and a little bit of 3D modelling, animation, and soundscape design, too. Showed off my skills solo, and with programmers, artists and designers.

Birth-Now Life-Long Learner

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LUDOGRAPHY (AND OTHER SIGNIFICANT PROJECTS)

Date	Name Description	Platform Language	Responsibilities	Conception	Architecture	Development	Lead Programmer	Bug Fixing	Shipping/Deployment	Maintenance
2016-2018	Skyblock Island Survival Games 2-player FPS with Squad AI	Android, iOS <i>Unity C#</i>	Scrum master Test automation Networking Pathfinding Ad mediation	✓	✓	✓	✓	✓	✓	✓
2014-2015	Cops Vs Robbers - Survival Craft Multiplayer FPS with destructible environment	Android <i>Unity C#</i>	General Networking Multithreading	✓		✓	✓	✓	✓	✓
2014-2018	Various First Person Shooters	Android <i>Unity C#</i>	Ad mediation Data analyst		·			·	·	✓
2010-2014	Enchanting Kid-friendly LEGO-robot programming environment	Mac, Windows, Mindstorms NXT <i>Smalltalk, Java</i>	Primary developer Public outreach	✓		✓	·	✓	✓	✓
2009-2018	User Creation Script Creates logins and e-mail addresses	Mac Server, OpenDirectory <i>Python, Bash</i>	Solo developer HTTP APIs & control via SSH	✓	✓	✓	·	✓	✓	✓
2006-2007	Sonic Rivals 1 & 2 2.5D racing game	PSP <i>C++</i>	Gameplay AI			✓		✓	✓	
2005-2006	Atari Masterpieces Vol. I and II Emulated Atari Games	N·Gage <i>C++</i>				✓	·	✓	✓	
2004	Atari Anthology Emulated Atari Games	XBox, PS2 <i>C++</i>	Emulating devices, chips; porting code; some UI work			✓		✓	✓	
2004-2005	Midway Arcade Treasures 2 and 3 Classic arcade games	Xbox, PS2 <i>C++</i>				✓		✓	✓	
2002	FIFA 2003 Soccer	GameCube <i>English</i>	Quality Assurance					·		

VOLUNTEERING

Some of the children I taught robotics to went to the Robofest 2009 World Championship. I've also been an assistant Scout Leader, and a board member on the Cardston & District Historical Society.