Peter Knepley
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SUMMARY

A gameplay/multiplayer coder looking for a spot at a world-class game development studio.

COMPUTER SKILLS

Languages

- Proficient in: C++, UnrealScript
- Toyed with: C#, SQL, COM, x86 assembly, XUI for Xbox 360

Misc Skills

- Designing and debugging multithreaded applications.
- Debugging at assembly level components that may not have source.
- Familiar with Win32, DirectX, Winsock, writing software that runs under a standard user in Vista.

EXPERIENCE

Multiplayer Engineer   April 2007 - Present
3D Realms

- Helped port Duke Nukem 3D to Xbox 360's Live Arcade. Focused on the multiplayer, leaderboard and lobby aspects.
- Managed the in-house testing for TCR compliance of Duke Nukem 3D XBLA.
- Integrated gameplay systems from Duke Nukem Forever's single player campaign into the multiplayer mode using Unreal's actor replication model.
- Created and maintained multiplayer game types on Duke Nukem Forever.
- Fixed bugs with the physics and gameplay systems. Had to debug the UnrealScript interpreter on occasion.
- Helped rapid prototype new gameplay systems and weapons.

Software Design Engineer   2005 - April 2007
Microsoft

- Worked on the User Experience team for IE7 which shipped on XP, Server 2003, Vista 32bit and 64bit.
- Helped separate Internet Explorer and Windows Explorer.
- Fixed several hundred bugs and worked on user interface features.
- Debugged 3rd party extensions at assembly level.

Intern Network Programmer   2004-2005
Imagespace Inc. http://www.imagespaceinc.com

- Sole programmer in charge of all new network code and bug fixes of legacy code for a PC racing title rFactor.

EDUCATION

University of Michigan   2001-2005
Ann Arbor, MI

- B.S.E., Computer Science Engineering
- Calculus 1-4, Software Engineering, Computer Organization, Data Structures, Artificial Intelligence, Signals and Systems, Linear Algebra, Databases, Operating Systems and Algorithms