

Nigel Griffin
2065 California Street Apt 8
Mountain View, CA 94040
cell: (650) 315-6230
e-mail: nigel@stanfordalumni.org

OBJECTIVE: Currently not seeking employment.

EDUCATION:

9/97-6/01

Stanford University, Stanford, CA.

Earned dual undergraduate degrees:

§ Bachelor of Science in Computer Science

§ Bachelor of Arts in Economics (with Honors)

EXPERIENCE:

4/04 - present:

Software Engineer II – Online Studio Engineering, Electronic Arts, Redwood City, CA.

Develop and maintain client side code in C++ for both PC and console, including applications, tools, and interfaces to Java-based middleware. Develop and maintain server side code in C++ and Java in a Unix environment. Lead projects from start to finish including defining requirements, design, coding, test tools, release, and maintenance. Collaborate with other engineers to integrate complex systems and to ensure high technical quality. Work with EA publishing, EA studios, and third-party developers to develop and integrate applications, and to maintain and enhance existing applications. Promote technical excellence and provide technical leadership throughout EA. Provide a high level of customer service to business and technical customers. Work flexible hours to accommodate interaction with a global customer base (different time zones) and during ramp up times.

8/03 - 4/04

Shell Programmer, Blue Shift Games, Palo Alto, CA.

Worked on PlayStation 2 and Xbox versions of the Sega-published ESPN Major League Baseball videogame (formerly known as World Series Baseball 2k4). Learned Blue Shift's shell/user interface code base. Designed and implemented Playstation2 Online interface, including lobbies, leagues and anti-cheat mechanisms. Implemented Xbox Live interface, including Friends List, Leaderboard, and Downloadable Content. Ensured online interface met the technical requirements of Microsoft (Xbox version) and Sony (PlayStation 2 version). Gave technical presentations to co-workers on object-oriented design patterns. Fixed various bugs throughout the ESPN Major League Baseball interface. Became familiar with Sega Network Application Package (SNAP).

6/01 - 7/03

Software Test Engineer, Microsoft Corporation, Mountain View, CA.

Test Engineer on the PowerPoint Imaging Team. Reviewed feature specifications. Wrote test specifications. Created and executed test scripts. Logged bugs within the application and ensured these bugs were resolved. Researched technology concerning new features. Maintained knowledge of competing products and technologies. Specific responsibilities and features tested included:

§ Power Point: AutoContent Wizard, Design Templates

§ Office: VML and HTML file round tripping; Print Performance

§ Picture Manager (version 1 app debuting with the Microsoft Office System 2003): Save, Export, Printing, Undo/Redo, On-Demand File Download

SKILLS:

§ Robust C/C++ coding and debugging skills

§ Proficient with Microsoft Visual Studio (6.0 and .net) and Metrowerks CodeWarrior 3.4/3.6 for PlayStation 2

§ Knowledge of path-finding algorithms (A*, Dijkstra etc.), and 3D Graphics algorithms/data structures (such as the scene graph)

§ Experience with the following additional languages: C#, Java, Java Script, Perl, Lisp, Visual Basic

§ Experience with the following tools: Microsoft Visual SourceSafe, CVS, Flexelint, Flash MX, Adobe Photoshop, SAS, TSP, ClearCase, Lexx, Yacc, StarTeam

§ Excellent oral and written communication skills

MISC:

Founder/developer, Xbox fighting game fan site: <http://www.xboxbrawl.com> (2003 - present).

Coordinator, International Game Developers Association (IGDA) South Bay Chapter (2003 - present).