

# LEE THOMAS MITCHELL

8612 Venezia Dr #2317  
Orlando, FL 32810  
Phone: (810)-300-9966  
Email: leemitchell@ltmitchell.com  
Web Site: <http://www.ltmitchell.com>

## OBJECTIVE:

- Bring my lifelong passion of programming to every project
- Make the best games available on the market
- Take on any programming task and overcome it with skillful and talented programming practices
- Infuse my energy, leadership, and work ethic into each and every project I am a part of

## QUALIFICATIONS:

- C/C++, C#, Objective C, Java, Basic, Python, Action Script, HTML, XML, PHP, MEL Script, .NET Framework, Mono Framework
- Network Engineering (Windows and Berkley/Linux Sockets), TCP/IP, Deterministic Synchronized Transmission
- Direct X 9, 10, 11, XNA, OpenGL SDK's
- PS3 SDK, PS4 SDK, Xbox 360 SDK, Xbox One SDK
- HLSL, GLSL
- Unity 3D Engine
- Visual Studio, Eclipse, XCode, Android SDK
- GIT, Perforce, Source Safe, SVN
- SQL, Database Design and Maintenance, Hadoop
- Unix/Linux Based Systems
- Calculus, Linear Algebra, Physics

## Professional Projects:

**2013 – Present:** Software Engineer II, Madden 25 (Electronic Arts, Tiburon): As part of the team that produces Americas #1 selling sports title, I am an essential part of the online game mode and digital services. My focus is online, and more specifically, the Ultimate Team game mode. My areas of responsibility include:

- Creation of new online based gameplay modes and features for Ultimate Team
- Creation of server components and optimization of existing server components
- Maintain and optimize a data backend that services millions of users
- Maintaining and refining Online Team Play (3 on 3 multiplayer games)
- Maintaining file downloading and access
- Managing user lobby components
- Improve online stability and consistency
- Managing user metrics tracking
- Implement and optimize streaming video systems

**2012 – 2013:** Software Engineer, NCAA Football 14 (Electronic Arts, Tiburon): At EA, I was lucky enough to work on one of the most storied and successful sports game franchises in video game history. I was part of the Online Engineering section and my work included:

- Created the new Head to Head Seasons mode for NCAA Ultimate Team
- Enabled digital download functionality that allows users to enjoy a full preview of the title and upgrade it to the full game at launch
- Created and implemented PS3 and Xbox 360 trophies and achievements
- Optimized existing client and server code, including optimizing memory usage, RPC calls, network stability, database usage, and bandwidth usage
- Constructed and refined UI elements
- Implementing stability patch upgrades

**2012 – Present:** CTO, Trolley Mobile Payment Processing App (Trolley Mobile, LLC): Trolley Mobile is one of the best mobile payment processing applications on the iOS marketplace. I was approached by the company to evaluate their product and rebuild it to reach its fullest potential.

Highlights include:

- Rebuilt entire codebase to get the best performance on mobile devices, while developing logic and UI for Cash, Credit, Debit, and ACH processing
- Created and developed new functionality and innovations to enhance customer productivity and help customers expand their businesses through better sales tracking and metrics
- Created cross platform backend to share customer and inventory data between all of a user's devices
- Lead company in all tech decisions and evaluated the direction of the flagship application and expansion of the brand

**2010 – 2012:** Lead Programmer, Harold (Moon Spider Studio): Harold was the first title from the Miami based Moon Spider Studio. A hybrid of the racing/platformer/puzzle genres, I was in charge of implementing almost every aspect of the gameplay code development. Some of the highlights include:

- Diverse input and gameplay mechanics for over 20 distinct obstacles
  - Player and Opponent runner AI, path finding, and game mechanics
  - Photoshop / Flash simulating shaders for color manipulation and blending to save huge amounts of memory
  - Custom heat and input based distortion shaders
  - Maya integration into Unity3D
  - Root motion model animation support tools and integration
-

- Lead Developer Contact for Sony PlayStation Development
- HUD, Menu Systems, UI Systems
- Mentored and guided other engineers and established best practices

**2008 – 2010:** Lead Programmer, Crap Shooter (Private Investment Group): A wild new take on the 2D platformer, it was a mix of beautiful and lush graphics as well as fast paced shoot 'em up gameplay. Highlights include:

- Designed and implemented an XNA based engine specialized in 2D rendering and interaction
- Custom 2D collision system, player input mechanics, over 10 distinct enemy AI systems
- UI, Menu Systems, Level State Management and Loading Systems
- Multithreaded rendering and collision systems.

#### EDUCATION:

2008-2010 Bachelors of Science: Game Programming, University of Advancing Technology

- Graduated Summa Cum Laude (4.0 GPA), University of Advancing Technology
- Member Alpha Beta Kappa National Honor Society

2003-2006 Associates of Science: Computer Programming, St. Clair County Community College

---