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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