

Jeremy W. Murray

Senior Software Engineer

Professional Roles:

Team Lead

Process Engineer

Build and Release Engineer

Performance Engineer

Tool Engineer

Game Developer

Trainer/Presenter

Version Control Admin

Developer Support

I am a version control/CI advocate, generalist, fast learner, independent worker, and trouble shooter. I am able to get things done despite limited resources. I love working with people and seeing projects completed.

I have spent the last several years at the leading slot machine manufacturer coordinating my group and facilitating game development. I have been heavily involved in process, training, and tools with emphasis on developer-side performance improvement. My team architected, developed, and released a new GDK and platform which shipped in March 2014. I was responsible for our build processes and all of our releases over three years. I was a primary contact for game development and build issues. I also owned our crucial lifecycle management systems, including version control, CI, and bug/work tracking.

Technical Skills

Best development languages: C#, Python, DOS Batch, C

Other languages used: C++, Groovy, Java, JavaScript, Lua, Make, Objective-C, Perl

Version Control - Admin level: Perforce, StarTeam; User level: git, svn, hg, CVS

Continuous Integration - Admin level: TeamCity, Jenkins/Hudson

Bug/Work Tracking: TFS, HP Quality Center, StarTeam

Other Applications: Unity, Visual Studio, Resharper, CodeCollab, SharePoint

Operating Systems: Windows, OS X, Linux, QNX

Education

M.S., Computer Science; University of Nevada, Reno; 2008

Thesis: Conversion of Thin Surface Solids to BSP Solid Sets
http://jeremymurray.org/files/Jeremy_Murray_Thesis.pdf

B.S., Chemistry and Computer Science; University of Nevada, Reno; 2001

Other Interests

Placed 2nd overall at Microsoft Reno Hackathon 2014 for PowerTile Metro app

Presented public training classes on Open Data and Version Control

Reno Code4America organizer, Hack4Reno participant (3 years running), and community service volunteer

GDC participant since 2008 as individual developer and as company representative

Wrote and published LabTimer iPhone application

Loves training, public speaking, and trying out new frameworks and languages

Jeremy W. Murray

Address removed for web

Please contact via e-mail

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References available on request

Jeremy W. Murray

Professional Experience

Senior Software Engineer

International Game Technology

May 2011 – April 2014

- Led team of 8 beginner to senior engineers; established sprint goals; estimated projects; collaborated with coworkers in China and other remote offices; reviewed code and designs; participated in new hire interviews
- Helped to architect, write (C#/C++), and deliver (March 2014) the new Ascent gaming platform, SDK, and 10+ initial games
- Helped establish Ascent SDK as versioned deliverable; coordinated 22 feature releases over 3 years (all on time)
- Created platform release build processes (batch, python, MSBuild); helped modify Unity (C#/C++) for game binary reproducibility; split Unity build (perl, batch) to increase CI speed; wrote internal and external tools for game development
- Retrained AVP developers on new platform, processes, and tools
- Headed version control evaluation for new platform; created Perforce server specification, growth strategy, security, permissions, and responsibility guidelines; established layout and branching strategy for all Ascent products; trained existing developers, artists, designers, and management; owned Perforce as a service for 500+ users
- Helped establish common TFS work item configuration for multiple teams; wrote syncing tools between TFS, SharePoint, Perforce, and Quality Center using client-side access APIs
- Mentored new hires and managed intern projects
- Continued to support AVP software developers

Software Engineer

International Game Technology

April 2007 – May 2011

- Helped rewrite EOL S2000 platform features on existing QNX C++ AVP platform
- Helped pivot team to Game SDK provider and support role between OS and game developers
- Owned StarTeam version control as a service for 300+ users; trained administrators
- Developed and delivered training to engineers for platform and version control
- Helped to encapsulate the Torque game engine as a game component, including build and binary reproducibility issues
- Oversaw all AVP release builds and acted as sole contact point for all build issues from 2007 to 2014 comprising over 500 individual game themes, not counting variations
- Filed patent to help the company's position in long-term negotiations with multi-layer LCD technology provider - <https://www.google.com/patents/WO2009039245A1?cl=en>
- Acted as main contact between department and QA and IS; one of main contacts for game developer issues
- Mentored new hires and managed intern projects
- Continued to support S2000 software developers

Firmware Engineer

International Game Technology

February 2003 - April 2007

- Developed three S2000 physical reel slot machine games using C for the i960 with zero field defects
- Owned StarTeam version control as a service for 80+ users; trained administrators
- Wrote tools; refined build processes
- Trained users on platform, processes, tools, and version control

Off-hours Projects

International Game Technology

- Established a manifest specification for AVP games and components, preventing common mistakes while avoiding large issues in the StarTeam version control system; improved check-out speed for all games (~10x) while reducing version control sprawl and server load
- Wrote release build web front-end and build cluster software; later replaced it with Hudson/Jenkins; wrote plugins for build console parsing to find common errors and solutions, alleviating 95% of build support issues
- Improved game component QNX makefiles and build process; reduced build times by 70-95% for 300 engineers
- Identified platform-wide build related security issue; performed mass build verification of every previously shipped game; after pushback, escalated issue to VP level; established new procedures and training in QA and build to prevent the issue