# Kamil Konecko
## Software Engineer

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## PRIMARY DEVELOPMENT SKILLS

**C++   C#   OOD   ActionScript**

## SECONDARY SKILLS

Flash/ScaleForm, OpenGL, DirectX, VB, ASP.NET, Unreal Script, MS SQL, HTML, XML, CSS, Perforce/AlienBrain

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## PROFESSIONAL HISTORY

**EA Sports Tiburon**                                                      **02/2013 – Present**
**Software Engineer**
- Worked mostly in a generalist capacity using C++ on various client, UI and online game systems of **NBA Live 15 (Xbox One, PS4).**
- Wrote technical design documents and accurately estimated breakdowns and risks of complex tasks.
- Updated and wrote new tuning tools using C# and C++.
- Often worked as part of a multi-engineer feature team composed of local and remote workers.
- Oversaw the work of engineering outsourcers while still implementing new feature work.

**Portalarium**                                                            **06/2012 – 02/2013**
**Software Engineer**
- Implemented, and was responsible for various game systems in **Richard Garriott's Ultimate Collector**.
- Wrote a robust state driven soft rail tutorial system.

**Bioware**                                                                **08/2009 – 05/2012**
**Software Engineer**
- Wrote many of the core UI framework systems and components in *Star Wars The Old Republic*.
- Implemented UI for game features and frequently performed the associated gameplay work.
- Wrote tools in C# that automated the UI export process, simplified workflow, and added ActionScript pre-processing support.

**Fizz Factor**                                                            **10/2008 – 07/2009**
**Software Engineer**
- Worked on graphics and gameplay for *G.I. Joe (PSP)*.
- Wrote gameplay code for *Charm Girls Club My Fashion Mall (DS)* and *Charm Girls Club my Fashion Show (DS)*.
- Created tools that helped automate code integrations and reports.

**NCsoft**                                                                 **04/2006 – 08/2008**
**Software Engineer**
- Worked on UI and gameplay for *Dungeon Runners* MMORPG (89% PCGamer).
- Optimized Direct3D GUI rendering code.
- Created automation tools for our art and design pipelines.

## PROFESSIONAL HISTORY CONTINUED

**Wolfpack Studios (Ubisoft)**                                           10/2005 – 04/2006
**Software Engineer**
- Wrote gameplay code for a MMORPG prototype, based on Unreal 3 Engine.
- Worked on camera, combat, and animation systems.
- Extended KISMET Editor allowing the designers to customize unit animation playback.
- Converted client/server side turn-based combat code to real-time.

**Gizmondo Studios**                                                     04/2005 – 09/2005
**Software Engineer**
- Extended 3D particle systems and gameplay for hand-held using OpenGL ES.
- Worked within a very limited memory, CPU and GPU environment.

**GXweb**                                                                2004 - 2005
**Owner/Developer**
- Created cost-effective and complex custom ASP.NET web applications.
- Wrote tools that facilitated rapid stored procedure and C# code development.

**Globalitronix**                                                        2003 - 2004
**Software Engineer**
- Developed Globalitronix's robust payment solution website using C#, ASP.net and MS SQL.
- Created easy-to-deploy payment API for third party sites.

**Acclaim Entertainment**                                                2002 - 2003
**QA**
- Discovered, replicated and accurately documented bugs for: *Vexx* (PS2,XBOX,GC), *Speed Kings*(PS2,XOBX,GC), and *Legends Of Wrestling 2*(PS2,XOBX,GC).

**Globalitronix**                                                        2002
**I.T./Programmer**
- Developed Visual Basic and C++ utilities that helped automate company tasks.

## EDUCATION
### College Of Staten Island

- CSC480 Artificial Intelligence
- CSC470 Computer Graphics Intro.
- CSC446 Computer Architecture
- CSC430 Software Engineering
- CSC382 Analysis of Algorithms
- CSC346 Switching and Automation

- CSC330 Software Design
- CSC326 Info Structures
- CSC228 Discrete Math Structures
- CSC220 Computers / Programming
- CSC126 Intro Computer Science