



Kenneth Riddile

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Education

The University of Texas at Dallas, Richardson, Texas

Bachelor of Science in Computer Science, Cum Laude Honors, Graduate of the Collegium V Honors Program

Overall GPA: 3.7

Graduated May 2006

Highlights

- Extensive software development experience using a variety of languages on multiple platforms
- Excellent debugging and troubleshooting skills
- Strong high and low-level optimization ability
- Makes pragmatic decisions about when to use what
- Quickly learns new things
- Maintains an open mind

Technical Skills

Languages

C, C++, C#, Objective C, Java, Python, Lua, PHP, GLSL, HTML/CSS, JavaScript, Bash...

Platforms

Windows, Linux, iOS, Android, Symbian, N-Gage...

Tools/Software

Visual Studio, XCode, Eclipse, GCC, Unity, VTune, CMake, SVN, Git, Mercurial, NSIS, MySQL, SQLite, Apache, Photoshop...

Familiar Methodologies

Object-Oriented Design, Data-Oriented Design, Component-Based Design, Generic Programming, Template Metaprogramming, Design Patterns, Dependency Inversion, Test-Driven Development, Agile/Scrum...

Experience

ImPACT Applications – Senior Software Engineer

June 2011 – Present

Develops mobile applications related to concussion evaluation.

Etcetera Edutainment – Software Engineer

August 2009 – October 2013

Developed game-based training applications and simulations for workplace safety and healthcare, deployed on PC, Mac, iOS, Android, and Web.

Red Sword Studios – Co-Founder / Senior Software Engineer

January 2009 – January 2010

Developed casual games for iOS and other mobile platforms.

Vizual F/X Studios – Software Engineer

May 2008 – January 2009

Developed a sci-fi, interplanetary MMORPG with seamless space to planetary-surface travel.

Method Solutions – Software Engineer

October 2007 – May 2008

Developed successful first-party game titles for Nokia's second generation N-Gage platform.

IHSoft – Software Engineer

June 2006 – August 2007

Developed games and software systems for the casino gaming industry.

Bell Helicopter – IT Intern**December 2005 – August 2006**

Developed in-house applications and processes to aid in the construction of military and civilian aircraft.

Crystal Capture – Sales Representative**June 2003 – November 2005**

Assisted customers and operated three-dimensional scanning equipment while implementing custom software to make my job easier.

Personal Projects

Comic Hound**2011**

- Comic book want-list management app for collectors with Android devices
- Consists of a simple interface over an SQLite database
- Developed initial release in three days

CMP**2010**

- Official Android app of the Civilian Marksmanship Program
- Automatically scores a variety of shooting sports and stores match data for later reference
- Learned the Android SDK and developed the initial release in a week
- Extended app to support multiple sports and match formats
- Added sophisticated search functionality
- Responds promptly to user questions and feature requests

Open Source Contributions

- Contributed numerous patches to the Boost libraries
- Submitted multiple peer reviews for potential Boost libraries
- Exception safety, STL compatibility, and MSVC compatibility patches for the Eigen linear algebra library
- Many programming-related blog posts and tutorials
- Actively participates on many open source and development-related mailing lists

Extra-Curricular Interests

- Skeet chairman and instructor at Pitcairn-Monroeville Sportsmen's Club in North Versailles, PA

References

Available upon request