KEVIN ROSE
BSc(Hons), MSc
rose.kevin@gmail.com

Address: 635 Pierce Road
Menlo Park
CA 92025

Tel: (347) 369-4096

Summary of Skills

Experience

Software Design, Object Oriented Programming, Web Services, Concurrency, Distributed Systems, 3D Graphics, Game Programming

Languages

C/C++, C#, Python, JavaScript, PHP, Java, Ruby, Perl, MEL, MAXScript, HTML

Databases

MySQL, Oracle SQL, Vertica

Professional Experience

DreamWorks Animation   Software Engineer   Aug 2011- Present

- Part of the team of five that developed and supported the render/processor farm for *Puss in Boots*, *Madagascar 3*, *Rise of the Guardians*, *The Croods*, *Turbo*, *Peabody and Sherman*, *How to Train Your Dragon 2*, *The Penguins of Madagascar* and *Home*.
- Responsible for the tools used to get jobs onto the render/processor farm, a collection of 21,000 processors spread between four locations around the world.
- Designed and built a generic python API for submitting jobs to the farm. Turned the limited render farm into an easier to use, general purpose, distributed processor farm.
- Responsible for collecting job data from the farm, processing it and storing it in three different databases.
- Wrote ingest tools for a Vertica database to maintain and update all farm data since 2005.
- Built a forecasting web service that forecasted memory and runtime requirements of new jobs using a Vertica database of previous jobs.
- Used Ext.JS to create webpages to visualize the farm and show information about previously run jobs.
- Used D3 to visualize the job graphs of currently running farm jobs.

Kaos Studios   Senior Tool Programmer   Nov 2009 – Aug 2011

- Supported the *Homefront* team with tool needs.
- Developed a build pipeline that automatically generated disc images and downloadable packages of the game when code or assets were submitted to version control.
- Built a crash capturing system that recorded game crashes on Xbox360, PS3 and PC to a database.
- Built a website to view these crashes, sort by call stack, plot graphs of crashes over time and track the history of individual crashes.
- Built a tool that interfaced with Perforce to enforce Kaos Studio's submit rules.
- Added code to data cooking to track usage, process times and hardware configurations to a database.
- Developed a website using Asp.Net and Linq to display charts and extract information from the recorded cooking data.
- Supported an existing smoke testing environment, along with web interface for editing and monitoring smoke tests.

KEVIN ROSE
BSc(Hons), MSc
rose.kevin@gmail.com

Address: 635 Pierce Road
Menlo Park
CA 92025
Tel: (347) 369-4096

Rockstar Games Inc	Tool Programmer	Jan 2005 – Nov 2009

- Developed the tool components of the *Rockstar Advanced Game Engine* (RAGE).
- Worked as part of multiple teams worldwide, including *Grand Theft Auto IV*, *Midnight Club: Los Angeles*, *Rockstar presents Table Tennis* and *Red Dead Redemption*.
- Tasked with repairing Midnight Club 3's broken asset pipeline for Midnight Club: Los Angeles.
- Made significant improvements to the development pipeline without the team suffering any downtime.
- Before improvements, it could take a week for artists to see their work in game, after improvements it could take under a minute.
- Distributed asset pipeline across multiple machines using IncrediBuild/XGE.
- Converted unmanageable monolithic export process into a collection of simple scripts and dlls run over IncrediBuild and managed by MSBuild.
- Designed and developed a continuous integration system for managing code and assets. In the new system changes could be tested and problems reported almost instantaneously after code or assets were submitted to the version control system.

Sony Computer Entertainment	Lead Tools Programmer	Oct 1999 – Dec 2004

- Presented abstract at 2001 SigGraph: "Creating Tools for PlayStation2 Game Development."
- Developed the tool chain and development pipeline for *Primal*, *Ghosthunter*, *24: The Game* and *MediEvil Resurrection PSP*.
- Game play programmer on Primal.
- Promoted to the position of Lead Tools Programmer. Headed cross project team of five responsible for all the tool development and support for all games produced in the studio.

Formal Education

- MSc (Distinction) in Computer Graphics and Virtual Environments, University of Hull, UK, 1998 – 1999
- BSc Honours in Computer Science University of Durham, UK, 1995 – 1998

Personal Projects

NYC Time Machine
http://timemachine.thetravellingprogrammer.com/

An interactive map of over 60 thousand photos from across New York City and, more recently, San Francisco. Includes the current street view at each photo location for comparison.

GameDevMap
http://thetravellingprogrammer.com/GameDevMap2/

Interactive map of all the video game studios around the world, along with Wikipedia articles and Metacritic scores.

Photos

As an avid photographer I have created my own database and website to manage my photographs. It allows me to view my photos on a calendar and seeks out links to Facebook and Flickr when I share images on those sites. Image tags and comments are also copied from those sites to my own. Images are identified between the sites using my own image based quad tree solution that works even when images are stored at different resolutions.