

# NATHAN CURTIS

[codewright.roguenet.org](http://codewright.roguenet.org) ~ [nathan.curtis@gmail.com](mailto:nathan.curtis@gmail.com) ~ (650) 504-4689

## EXPERIENCE

### Software Engineer & Cofounder

May 2013 - Present

Plixl ~ [www.plixl.com](http://www.plixl.com)

Fremont, CA

*Two-person independent game studio that launched two games including a #1 top free kids game.*

- Implemented game clients targeting Facebook (browser) and iOS (phone/tablet) in Actionscript using the Adobe AIR runtime for cross-platform execution.
- Developed game server architecture for effortless scaling in Java on top of the Google App Engine and Google Cloud SQL services.
- Designed dynamic game data service that reads from Google Spreadsheets to update running game clients and server instances without redeployment.
- Implemented game asset storage system in Amazon S3 for client use.
- Collaborated with two publishers to bring our game projects to market.
- Consulted on Python and Actionscript development for independent game *Antihero*.

### Software Engineer

Dec. 2006 - May 2013

Three Rings Design/SEGA ~ [www.threerings.net](http://www.threerings.net)

San Francisco, CA

*Game studio within SEGA, dedicated to making innovative and engaging online games.*

- Worked on Java server for various game projects, including those with persistent game connections and on-demand (HTTP) requests.
- Developed Actionscript client components for the Whirled avatar, chat and room platform services.
- Collaborated on design and implementation of the Whirled API for third party games, avatars and persistent room toys.
- Contributed to development of Actionscript game clients and Java game servers for numerous projects built both on the Whirled platform and standalone, varying in scope from simple social Facebook games to MMOs.
- Created game websites using Servlet/JSP with client side Javascript for dynamic components, and collaborated on GWT-driven Whirled profile and store browser interface.
- Collaborated on small development team to port existing Java MMO client to PlayN/TriplePlay for cross-platform deployment to mobile and desktop.

### Remote Software Engineer

Dec. 2005 - Dec. 2006

Zee Designs ~ [www.zeedesigns.com](http://www.zeedesigns.com)

Mountain View, CA

*Custom solutions online and in print, multimedia and marketing.*

- Designed and implemented modules for the Zee Designs Content Management System in PHP with Javascript/HTML/CSS.

Ludology and links to open source work available at [codewright.roguenet.org/about](http://codewright.roguenet.org/about).

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## EDUCATION

### **Studies in Graduate Computer Science**

Rochester Institute of Technology

**2003 - 2006**

Rochester, NY

### **Bachelor of Science, Computer Engineering Technology**

Rochester Institute of Technology

Graduated with Highest Honors

**2000 - 2006**

Rochester, NY

## SKILLS

### **Programming Languages**

- Java: eight years professional development.
- Actionscript: eight years professional development.
- Javascript/HTML/CSS: nine years occasional professional development.
- Language familiarity: Python, Ruby, C/C++/C#/ObjC, Bash, PHP.

### **Technologies**

- Relational databases: MySQL, PostgreSQL.
- Cloud Services: Amazon (EC2, S3, CloudFront, EBS), Google (Cloud SQL, App Engine).
- Client frameworks: Adobe AIR, Flex, Swing, PlayN/TriplePlay, Ember JS, JQuery, GWT, Unity.
- Server frameworks: Guice, Servlets, Depot (JDBC ORM), Narya/Nenya/Vilya.
- Web services integration: Facebook, Mailchimp, Kongregate, various analytics platforms.
- Server configuration: Apache, Jetty, Nginx, Git, Subversion, Ubuntu.
- Source control: Git, Subversion.
- Operating Systems: Mac OS X, Linux, Windows.