Beck Sebenius

Software Engineer based in Seattle, WA

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Skills

- Experienced with C++, C#, .NET, and Unity3D
- Specific experience in game networking, AI systems, and core architecture
- Experience with team management and development planning
- Other proficiencies: Javascript, NodeJS, React, Jenkins, Ant, Maya, ZBrush, Photoshop, Lua, Git, SVN, CGCode / Shaders, Arduino, Android, REST Protocol

Experience

Valkyrie Entertainment / Lead Engineer

June 2013 - PRESENT, Seattle

As lead engineer, my responsibilities were to produce high quality code and to manage a team of engineers through a full production cycle, private beta release, and official game launch. **Guns Up!** is a free-to-play "games-as-a-service" title, available online on the Playstation 4 and coming soon to Steam.

Notable work during development of Guns Up!:

- Implemented core network architecture to support peer-to-peer realtime multiplayer and capture replays
- Built data-driven AI Behaviour Tree tool, and an accompanying compiler that outputs efficient, allocation-free C# code for use in high performance gameplay scenarios
- Maintained native C++ libraries to build platform-specific functionality on the Playstation 4
- Constructed automated build system to deliver development and production builds to QA testers
- Shipped over 30 patches, including 18 major releases, to the live community over the course of 2.5 years

Production responsibilities as lead engineer:

- Maintained development roadmaps and sprint schedules
- Met with designers as technical liaison to construct viable feature designs
- Worked closely with the publisher to meet platform expectations
- Coordinated with external server development team

Valkyrie Entertainment / Engineer

January 2012 - June 2013, Seattle

Developed game project from initial prototype to vertical slice. Primary responsibilities were to iterate on game ideas and create gameplay experience that would excite potential publishers. The final product was ultimately published by Sony Computer Entertainment America as the 2nd-party PS4 title **Guns Up!**.

During this time I also provided programming support to the art teams working on **Little Big Planet Karting** and **Forza 5**, and also developed VPaint, an in-engine Vertex Paint tool on the Unity Asset Store.

Team Dystopia / QA Tester & Contributor

August 2008 - January 2010, Remote

Worked with independent development team on the HL2 mod **Dystopia**.

Responsibilities:

- Tested for issues and regressions as new features were developed
- Submitted detailed issue reports, and ran confirmation testing on fixed issues
- Attended biweekly testing sessions, where I was expected to provide balance feedback about changes to the game

During this time, I also created and maintained a popular community map "dys_drilling". I also conducted several 16+ person playtests to gather feedback and improve on the map.

Art Institute of Seattle / Programming Tutor

January 2010 - January 2012, Seattle

Held office hours and private sessions where I mentored other students with their work in C# or Actionscript programming, as well as art tools such as Maya, and ZBrush.

Education

Art Institute of Seattle / BFA in Game Art & Design

August 2008 - June 2012, Seattle

Learned the fundamentals of a broad set of game development disciplines, while specializing in game prototyping and animation.

For my final project, I led a team of 14 other students to produce a Real Time Strategy game called Olive. During the 6-month development cycle, my responsibilities were to coordinate with artists and designers, implement all gameplay features, and integrate artwork from team members. The project finished on time.

Other Experience

Rhododo / Co-Owner

August 2014 - PRESENT, Seattle

Handle bookkeeping, sales events, and manufacturing for family-operated business selling the art of Rhodora Jacob. www.rhododo.com

HEART Guild / Board of Directors

August 2015 - May 2017, Seattle

Organized events and benefits for non-profit HEART Guild, which raised money for STEM education and the arts.