

# Walker Lindley

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**Education** Bachelor of Science in **Computer Science**  
Emphasis in **Artificial Intelligence** and Minor in **Philosophy**  
University of Puget Sound, Tacoma, WA May 2008  
GPA: 3.65

**Experience** **Gameplay Engineer**, Pipeworks Software  
Eugene, OR June 2008 to present

- Implemented game- and level-specific functionality for a multi-platform 3D action/adventure title.
- Aided the design team in the creation and review of levels by offering technical expertise and creative solutions.
- Trained designers and artists in the use of our level and character editing tools.
- Led design and implementation of new engine functionality that gave more power and flexibility to the design team while dramatically increasing the amount of code that could be reused.

**Programming Intern**, Zombie Studios

Seattle, WA May 2007 to August 2007

- Developed and integrated new features, increasing realism of game and providing a means to graphically display code issues.
- Collaborated with engineers, artists, and designers to enhance an UnrealEngine-based, multi-platform game using UnrealScript and C++.
- Streamlined nightly code compilation, providing multiple developers the ability to remotely begin compilation process and automatically track progress.
- Contributed in deploying new versions of UnrealEngine into the existing codebase.
- Successfully analyzed and resolved more than 25 critical code fixes.

**Residential Network Consultant**, University of Puget Sound Network Systems and Servers Group

Tacoma, WA September 2007 to May 2008

- Collaborated with technology teams to analyze needs and implement new functionality into system to enhance capabilities, utilizing C++.
- Fixed bugs in a mission-critical system responsible for detecting and verifying security of students' computing devices.
- Designed, developed, and tested new versions prior to deployment into production environment.
- Administered DHCP and other services this system provides to over 1,000 students.

**Researcher**, University of Puget Sound Summer Science Research Program

Tacoma, WA June 2006 to May 2008

- Partnered with professor to evaluate, design, develop, and implement an effective tool to create impartial redistricting plans for any set of voting precincts.
- Utilized Python to create a highly multi-threaded, distributed system that dramatically increased the speed with which solutions were found.
- Defined and implemented a generic algorithm to automate the identification of fair redistricting plans.
- Tracked changes to the codebase using the RCS revision control system.

**Memberships & Honors** Upsilon Pi Epsilon (International Computer Science Honor Society)  
University of Puget Sound Student Leadership Award  
University of Puget Sound Dean's List

**Technical Skills** Highly proficient with Java, C/C++, and Python  
Proficient with C#, LISP, PHP, and UnrealScript  
Solid understanding of network programming, BSD sockets, and SNMP  
Developed games using the Allegro Game Library, jMonkey Engine, OpenGL, and the UnrealEngine  
Experience developing software using both command-line and GUI tools on Windows and Linux  
Programming Portfolio: [www.walkerlindley.com/portfolio](http://www.walkerlindley.com/portfolio)