

Andrew L Smith

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ABOUT ME

I'm a skilled systems programmer with experience shipping a successful AAA video game. In addition to my professional work, I've worked on several personal projects over the years, including a compiler, and custom 2D and 3D game engines.

TOOLS AND TECHNOLOGIES (most familiar first)

C++, C, Windows (Win32 API), Unreal Engine, Git, Perforce, C#, PS4/PS5 SDK, C#, OpenGL, Java (+Android), Visual Studio, MSVC, Python, TypeScript, JavaScript, NoesisGUI, Unity Engine, SQL, Scheme, Blender, Maya, Game Maker

WORK EXPERIENCE

2/2024 - present

Senior Software Engineer, *CaptureAge*

- Implementing LiveOps and post-launch content for Age of Mythology: Retold

3/2022 - 2/2024

Server Engineer, *Frost Giant Studios*

- Implemented core engine and networking features for Stormgate, an RTS game for PC.
- Subject matter expert on deterministic lockstep netcode and deterministic simulation.
- Implemented back-end logic for game lobby, networked loading screen, score screen, save games, replays, and player progression.

8/2021 - 3/2022

Gameplay Engineer, *Zwift*

- Implemented a UI overhaul of Zwift's home screen and in-game settings screen using NoesisGUI.

3/2019 - 7/2021

Programmer, *Sucker Punch Productions*

- Shipped Ghost of Tsushima and Ghost of Tsushima: Director's Cut + Legends multiplayer DLC on PS4 and PS5.
- Responsibilities included P2P multiplayer networking, game communication with PSN servers, and overall resilience against network errors.
 - Legends was Sucker Punch's first multiplayer title and it launched with no major networking issues.
 - Achieved compliance with the Technical Requirements Checklist (TRC) for certification on Playstation..
- Collaborated with designers and product owners to spec and implement additional content and features using Sucker Punch's in-house C++ engine.

1/2017 - 10/2018 (full-time), 5/2016 - 8/2016 (intern)

Software Engineer, *Microsoft*

- Implemented features for the Resource Scheduling Optimization (RSO) plugin for Microsoft Dynamics CRM. The RSO optimization engine computes near-optimal solutions for "Traveling Salesman" style scheduling problems.

5/2015 - 5/2016

Software Engineer Intern, *The Home Depot*

- Prototyped a "Google Maps"-style Android app demonstrating the feasibility of using an Indoor Positioning System with consumer smartphones to direct customers to in-store products.

EDUCATION

8/2013 -12/2016

B.S. in Computer Science, *Georgia Institute of Technology*