

Chris Schillinger

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OBJECTIVE

To obtain a systems level programming position developing high-capacity, high-availability systems and services in a multi and/or many-core environment.

COMPUTER SKILLS

- Core Languages C, C++, C#, ASP.NET, Java, Powershell, x86/x64 Assembly
- Development Tools Perforce, MS Visual Studio, SQL Management Studio, CVS, Eclipse

EXPERIENCE

Senior Server Engineer: Ping0/Flagship Studios April 2008 – July 2008

Server Engineer: Ping0/Flagship Studios February 2006 - April 2008

- Designed and implemented the central social interactions server. (C/C++, SQL)
 - Responsible for; all text chat between players, chat channels, party formation, guild creation and management, ignore list, buddy list, in-game email with item attachments.
 - Proven to over 65K concurrent real world players.
- Member of the scrum team responsible for creating a full featured consignment/auction system on top of the in-game email system.(C/C++, SQL)
- Designed and implemented the platform server hosting framework. (C/C++)
 - Responsible for server startup, shutdown, TCP and database connection management.
 - Proven to over 350 active server instances of different interconnected server types.
- Designed and implemented the monitoring and control server, and management interface.(C#)
 - Controls build deployment and server distribution, configuration, control, and monitoring.
 - Supports dynamic control and configuration of individual servers and services.
 - Proven to over 350 server blades, each running several servers and/or services.
- Extended authentication and CSR interaction servers with end to end features.(ASP.NET)
- Experience with SQL Server 2005 including; schema design, performance profiling and tuning, deadlock detection and debugging, schema versioning and automated updating.

Programming Internship: Seismic Studios May 30, 2005 - August 23, 2005

- Responsible for the end to end development of a mobile phone title built upon a minimal existing framework with ports to both C++ and J2ME on over seventy five platforms.
- Independently converted an existing C development framework to C++.

Teaching Assistant: San Francisco State University January 17, 2005 - May 15, 2005

- Graded and reviewed student code submissions and held weekly office hours.

Personal Programming Projects:

- Software Transactional Memory implementation in C. Lock-free, late (optimistic) conflict detection/resolution, QSBR memory management.
- Several small game projects; simple 2D game with a unique dynamic lighting scheme, Pac-Man clone, on-line poker client and server, 3D version of Breakout.

EDUCATION

B.S. in Computer Science

December 2005

Minor in Mathematics

San Francisco State University, San Francisco, CA

3.5 Major GPA, 3.6 Minor GPA