

# 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#, SQL, ASP.NET, Java, Powershell, x86/x64 Assembly
- Development Tools Perforce, MS Visual Studio, SQL Mgmt. Studio, BuildForge, Eclipse

## EXPERIENCE

Engineering Team Lead: EA, Sims Division February 2009 – Present

Engineer: EA, Sims Division August 2008 - February 2009

- Helped review and select a 3<sup>rd</sup> party engine for a new project, spin up development with the selected engine, and produced a technical road map for development efforts going forward.
- Led the systems team in the implementation of a wide array of systems including messaging, UI mgmt, localization, unit testing, and team support tools.

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)
  - Proven to 65K CCU. Text chat, channels, parties, guilds, ignore/buddy list, in-game email.
- Created a consignment/auction system on top of the in-game email system.(C/C++, SQL)
- Designed and implemented the platform server hosting framework. (C/C++)
  - Server startup/shutdown, TCP and DB conn. mgmt., proven to over 350 active servers.
- Designed and implemented the monitoring and control server, and management interface.(C#)
  - Build deployment, server distribution, configuration, control, and monitoring.
  - Supports dynamic control and configuration of individual servers and services.
- Extended authentication and CSR interaction servers with end to end features.(ASP.NET)

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; 2D shooter (XNA), 2D game with unique dynamic lighting (C#), Pac-Man clone (C++), on-line poker client and server (Java), 3D version of Breakout (C++).

## 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