**Dennis Piatkowski**

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**Objective:**

Experienced engineer seeks development role with smart company. I prefer projects with many clients, where no one client can dictate the direction of the project.

**Key Abilities:**

**Languages:** Unity3d/Mono C# (since 2013), C++/C (since 1994), Objective-C (since 2003), Perl (2 years), SQL (4 years), Java (1 year), Javascript (3 years)

**OS:** iPhone UIKit, C++, Unity3d (since 2008), Android in Unity3d (since 2013), Mac OS X Cocoa and C++ (since 2003), Mac OS (since 1994), Win 98-XP C++ (3 years), linux flavors (since 1999), Node.js (2 years)

**Projects:** Desktop Applications, Custom Webservers, Websites, Games, Game Engines, Plugins, APIs, Scripts, Reuseable Objects, Test Harnesses

**User Interface Design:** Strong eye for what works and what doesn't in design concepts and implementation.

**Key Abilities:** Product Design and Implementation, Optimization, GUI Design, Cross Platform, Time Management, Reusable Software Design and Implementation, Networking Code

**Projects**

**DeNA NY** -- Oct 2010 - April 2015

Purchased ngmoco:) and largely rebranded/reoriented the game studio.

 **Marvel Mighty Heroes**

Unity3D-based Free-to-play four player Brawler game. Implemented almost all of user interface with NGUI.

**Freeverse Inc** -- Nov 2007 - Feb 2010

Successful games publisher. Did work on many titles in connection with this group, was then hired directly.

 **Periscope**

Mac X ObjC. Almost rewrote codebase for efficiency and additional abilities.

**DrakkenWulf Enterprises** -- Nov 2003 - Nov 2007

Umbrella name for the work I did freelance.

Largely did conversions of windows games so they ran on Mac. The ports required recompiling the original game sources.

Completed multiple major projects: Bone: Out from Boneville, Legion Arena, X2: The Threat, Spartan, and Massive Assault.

**Virtumundo** -- Nov 2000 - July 2003

A company focused on effective internet advertising.

Completed four major projects here: vNet, Treeloot, DIS, and SpeedyReward. All were web-based projects written in Java, Perl or C++, with an Oracle database backend. I had major roles in each project; was head of the vNet project. I will skip details here for brevity.

**vNet**

Advertising Brokering Website.    Solaris; Java; Oracle

Built a large administration site for brokering Emails, Coregistrations, Popups, and Banners through all in one site. Designed for both public and private use. Model 2 design using Jakarta’s Struts. Used BMP, are moving to CMP now. Has a portal frontend as well.

**DIS**

Automated Demographics Database Aquisition.    Solaris; Perl; Oracle

A collection of perlscripts for reading in files that are emailed or uploaded through the website. The files are then imported into the Oracle DB. Deals with a variety of data formats. Has a secured public admin area where clients can upload files and view statistics on their data.

**HEURIS Logic** -- March 1999 - June 2000

At the time, one of the few players in the professional level software-based MPEG creation business.

Completed three major projects here: HEURIS MPEG Export Engine, MPEG Power Professional 2.0, and HEURIS Unnamed Project. For each, handled interaction between various video and audio formats to import them into the core converter. Supported Quicktime, Avid OMF, and AVI among others. This code worked for Windows, Mac, and Unix platforms.

**HEURIS MPEG Export Engine**

MPEG video and audio encoding software.    Macintosh; C++

This is a plugin system to connect our encoding software to operate from within other programs. Operates as a QuickTime Movie Export component. Also writing a version for Adobe Premier.

**MPEG Power Professional 2**

MPEG video and audio encoding software.    Mac and WinNT/98/95; C++

Wrote Mac GUI using PowerPlant using standard Appearance controls. Also wrote low level media handling, across both platforms.

**HEURIS Unnamed Project**

MPEG video and audio encoding software.    Macintosh; C++

Wrote Mac GUI using PowerPlant. Controls were all custom from an artist.

**STF Technologies, Inc** -- May 1997 - Feb 1999

Fax sending and receiving software for the Mac. At the time, had an old outdated user interface. They simply asked me to write something better, so I did - and created the Fax Browser for FaxSTF 5.0 Home Edition. This software was bundled pre-installed on every Mac made for a few years after. Also created the followup version, FaxSTF Pro 5.0, which added the ability to edit the faxes as well.

**FaxSTF Pro 5.0**

Computerized fax sending and receiving software.    Macintosh; C++

This program was an update to FAXstf Home Edition (see below). Translated into six languages including Japanese without code changes.

**FaxSTF 5.0 Home Edition**

Computerized fax sending and receiving software.    Macintosh; C++

Wrote main application in PowerPlant. Wrote an interface to the NeoAccess database library to use it as phone number storage.

**Green Dragon Creations, Inc** -- March 1994 - May 1997; June 2000 - Nov 2000

The man I give credit to starting my career: Howard Shere, President. I wrote a game called Gridlock. He picked it up and got it packaged with a joypad device called the "QuePad". After I left college I worked with him on a number of projects, with responsibilities ranging from picking up slack to managing multiple people for a project. Projects include: Links LS Mac (and LS 2000 version later on), Under a Killing Moon Mac, and Blown Away Mac.

**Personal Information**

Fast learner. Work well as team player or on own. Do not need to be hounded to complete work. Code is easy to read. Always choose a simple or standard method over a back-door approach. Outside of work: Family is the most important thing in my life.

**Education**

Milwaukee School of Engineering

Computer Engineering Major, 1994-1995

**References**

Available upon request.