

Gary Briggs

Personal Details

Home Address: 2251 S Bentley Ave, Apt 202
Los Angeles
CA 90064

E-mail: gbriggs@icculus.org

Phone: +1 (310) 406 7955

Objective

I am looking to obtain a position that utilizes my skills and background as an advanced software engineer

Work Experience

Summer 2002 - Spring 2009: Codehost, Inc, General Engineer. Multiple positions:

- Software Engineer [C and C++] for server, desktop and limited-hardware work
- Database and Server administration. Maintaining a variety of servers including SCM repositories, file and mail servers [Samba, NFS/NIS, Postfix, Amavis], MySQL and Apache
- Printer driver development [for mostly PostScript devices] and associated tool development
- Web development [PHP and Perl with MySQL, developing an entire licensing system]
- Project Management including specification writing and managing external teams
- Documentation authoring
- QA

Spring 2007 - Present: Chickenware, Senior Games Architect and Developer
[Part Time]

- Lead Programmer and designer on fully networked multiplayer game
- Use many libraries: Bullet [physics], Ogre3d [graphics], RakNet [networking], Lua [scripting], OpenAL [sound]
- Fully cross-platform, works on Linux, OSX, Windows
- Extensive documentation authoring, including complete Doxygen source comments and PDF guides

Summer 2000 - Fall 2001: Lehman Brothers bank, Web technology group. General Web engineer including

- Testing and expanding open source search engine technologies
- Server administration [Solaris, Linux, Apache, Netscape web server]
- Initiating work on a test lab for checking the functionality of web applications under a variety of browser and OS combinations

Computer Skills

Languages: C/C++, Lua, Perl, PHP, PostScript, General unix scripting, SQL, HTML

Operating Systems: Linux (including RHEL, Ubuntu, Fedora), Solaris, IRIX, HP-UX, AIX, SCO, FreeBSD, MacOS7-9,X, Windows 3.x/9x/NT/2K/XP/Vista

Development Tools: XCode, Eclipse, NetBeans, Gnu Compiler Collection, CVS/SVN, Bugzilla, FogBugz, Doxygen, CMake, Code::Blocks, Valgrind

Toolkits: (GUI) wxWidgets, GTK, Qt, (Graphics) OpenGL, SDL, GLUT, aalib

Other: Torque Game Engine(3D), Torque Game Builder(2D), Ogre3D, Bullet, ODE, Raknet, OIS

Education and Qualifications

1998-2002: Graduated from York University: Bachelor of Engineering, Computer Science

Final Year: Substantial project involving Real-Time Linux scheduling, Cryptography and Communication Theory, Bayesian Networks, Engineering Project Management, Management and Information Systems, Real-Time Systems and Networks and Distributed Systems.

Second Year: Information Systems Design, System Specification and Design, Operating Systems, Implementation of Programming Languages, User Interface Design, Computer Graphics and Visualisation, Theory of Computation, and Declarative Programming

First Year: Principles of Programming, Algorithms and Data Structures, Introduction to Digital Design, Digital and Linear Circuit Design, Introduction to Computer Maths, Maths in Computer Science, Introduction to Computer Systems, and Computer Architecture. Project modelling molecular motion in gases.

Other: Full UK and US citizenship, no need for visa or green card status.

Other Interests and Experience

Open Source Development: I have actively taken part in development on a number of open-source projects, including being a current maintainer of JuggleMaster (<http://icculus.org/jugglemaster>), IcculusFinger (<http://icculus.org/IcculusFinger/>), and AAHelper (<http://icculus.org/aahelper/>), as well as making many contributions to Loki Setup (http://icculus.org/loki_setup/) and others

Juggling: Juggling has been a major activity for me for the last sixteen years, where I have learned to juggle six balls, ride a unicycle, and various other associated skills. I have, a number of times, entertained groups of a variety of ages and sizes, ranging from charity work with children in both the UK and the US, to paid work for students and adults in several cities in the UK.

Other: For the last five years I have been volunteering with a dog rescue group, an activity that has included putting several dogs through obedience training. In my spare time, I work on small game development projects and consider learning new technologies to be something of a hobby.