

Kip Ricker

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Profile

Creative engineer with a drive to learn from, and educate, others.
Interested in rendering and optimization.

Skills

Languages: C, C++, Objective C, C#, Javascript, PHP, Python
Game Tech: Unity, Cocos2d, OpenGL, FMOD, Steamworks

Experience

SENIOR SOFTWARE ENGINEER, BIG FISH GAMES; OAKLAND, CA – 2013-PRESENT

SAKit (Technical lead, with a team of 4 engineers)

- Built a cross platform engine built on Cocos2d with the goal of having a single javascript codebase
 - Now used to drive three of the company's largest games: Casino, Bingo, and Fairway Solitaire
- Worked with the tools team to empower designers and artists with more data driven functionality
- Designed a new asset bundling and versioning system
 - Dynamically built to prevent inclusion of unused assets
 - Unused assets get removed from the player's device
 - Minimized bandwidth to improve the users experience
- Mentored the junior engineers on my team

Phoenix Rising Luxury Slot Machine (Technical lead, with a team of 3 engineers)

- Wrote the slot machine front end from scratch using new SAKit engine
- Worked with backend team to build new server/client communication from scratch
- Profiled and debugged graphics bottlenecks to improve performance

Bingo

- Refactored game state client/server communication to reduce bandwidth by 95%

SOFTWARE ENGINEER, JET SET GAMES; LAS VEGAS, NV – 2011-2013

Unreleased EA/Maxis Title

- Interfaced Unity3D with native plugins for iOS and Android using P/Invoke wrappers to allow the C# code to call native Objective C, C, C++ and Java
- Wrote a system that modified Unity generated Xcode projects
 - Overrode the app delegate with our own
 - Build, run in iOS simulator and device, debug, and deploy on Testflight from the Unity editor
- Designed and wrote a Unity asset pipeline
 - Versioned, server hosted asset bundles
 - Built and promoted to AWS S3 from the Unity GUI

Unreleased Internal Titles

- Wrote a node based Maya animation exporter and playback for customizable characters in Cocos2d
 - New items were very easily created with overlays over the base sprite sheet
 - http://youtu.be/oW_XNRdp56l
- Worked with art team to create a layered construction and destruction system for 2D buildings
 - Programmatically created each state of a building with few images
 - Reduced the memory footprint and creation time of each new building

SOFTWARE ENGINEER, JET SET GAMES; LAS VEGAS, NV – 2011-2013 CONT'D

Highborn for Steam (PC/Mac in Unity)

- Camera movement
- Unit selection and movement
- Performance optimizations
- UI implemented in NGUI

Highborn (iOS/Android in Unity)

- Maintenance and bug fixes

SOFTWARE ENGINEER, BLACK OPS ENTERTAINMENT; SANTA MONICA, CA – 2010-2011

iTraderPro

- Wrote a system to analyze stock data using hedge fund quantitative analytics
 - Data displayed using dynamically generated geometry in OpenGL ES 2.0
 - Led a team of 2 to implement the web service back end used for stock history

SOFTWARE ENGINEER, INZANIA; REDONDO BEACH, CA – 2009-2010

School Notes Pro

- Created and designed an app for college students to quickly take class notes on their iPad.
- First app to beat Apple's iBooks as the #1 free iPad app, and remains a popular app under it's new name Sundry Notes.

Personal Projects

iOS External PC Racing Gauges - <http://youtu.be/oTaPsO8LFkw>

- Server broadcasts data from the Open Motion API via a TCP broadcast socket.
- Experimental server pulls car data straight from memory, giving the server access to more data.
- Client displays car data on customizable and dynamically generated gauges.

Education

Shawnee State University – Bachelors in Game and Simulation Engineering, 2009