

Whitney Babcock-McConnell

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EMPLOYMENT

Nov 2011-Mar 2012

Software Engineer, *Electrified Games*

Kaijudo – a new trading card game from Wizards of the Coast

- Developed the rules engine and AI for the online version of Kaijudo.
- Updated and maintained a system for converting game rules from human readable to engine readable form.
- Improved our internal application for accurately tracking AI difficulty.

Nov 2010-Nov 2011

Gameplay Engineer, *Maxis*

The Sims 3: Generations, TS3: Pets, TS3: Town Life, TS3: Outdoor Living

- Added gameplay systems, objects and NPC behaviors to Sims 3 expansion packs.
- Coordinated daily with designers, modelers, FX artists, producers and anyone else involved to ensure that features were being chosen and developed in such a way to best serve the existing gameplay and the Sims audience while maintaining a quality code base.

May 2009-August 2009

Intern Gameplay Engineer, *Pandemic Studios*

Mercenaries 3

- Updated/tuned/created AI archetypes such as a combat drone, minigunner and shotgun trooper.
- Worked on a small focused team utilizing the Scrum Agile software development methodology.

September 2006-August 2008

Senior Test Engineer, *Real Time Technology Solutions*

- Verified reliable functioning of clients' applications through automated testing implemented via popular testing tools such as HP Quick Test Pro and Rational Functional Tester.
- Ensured the stability of web apps using HP LoadRunner and standard load testing techniques.

2004-August 2006

Data Analyst, *Integrated Pharma Technologies*

- Processed and monitored data files of medication sample distributions sent to and received from pharmaceutical clients using customized SQL queries.

SKILLS

- Proficient in C/C++/C#.
- Competent in Python, Java, JavaScript, FORTRAN, Visual Basic and SQL.
- Engines & Libraries: OpenGL, DirectX, Panda3D, XNA and MS Surface SDK.

EDUCATION

Carnegie Mellon University, Pittsburgh, Pennsylvania

Masters of Entertainment Technology – May 2010

Rutgers University, New Brunswick, New Jersey

Bachelor of Science in Computer Science/Minor in Economics – October 2003

PROJECTS

SurfaceScapes – Proof of concept of Dungeons & Dragons on the MS Surface table.

<http://www.etc.cmu.edu/projects/surfacescapes/promo.html>

- Pitched the project concept to CMU – ETC faculty and gained acceptance for the Fall '09 semester and then again for the Spring '10 semester.
- Presented our project at GDC and PAX Boston.
- Programmed various game systems including Line of Sight, Fog of War and the game's UI.