Tronster Hartley

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TEAM LEADER and SOFTWARE ARCHITECT

✓ Experience designing and implementing applications in global corporate environments.

✓ Proven track record of leading successful teams on mission-critical projects.

✓ 20+ years of leadership and development experience across a variety of business sectors.

SKILLS

Team	Programming	Software
• Dispute Resolution	• C / C++	Photoshop, Premiere, After Effects, Flash (Scaleform).
• Mentoring	• C#	Unreal, Unity3D
• One-on-ones	• HTML, CSS, SASS	Visual Studio Code, Visual
• Onboarding	• Javascript (JS)	Studio Professional, XCode
• Project Planning	• LUA	Excel, Keynote, OneNote,
• Scrum Running	• Python	PowerPoint, Visio, Word
• VP Reports	• Typescript (TS)	Git, Perforce, Subversion

EMPLOYMENT HISTORY

FIRAXIS GAMES, Hunt Valley, MD   2008 - present
Team Lead and Sr. Engineer, (Occasional Voice Talent)

Shipped Titles: Civilization 6 (PC, Mac, iOS, XB1, PS4, Switch), Civilization Beyond Earth (PC, Mac), CivBE: Rising Tide (PC, Mac), Haunted Hollow (iOS), CivWorld (Facebook), X-Com Enemy Unknown (PC, 360, PS3)

Provided team-based strategic planning, system architecture, and software implementation across multiple projects.

• Lead Engineer for the UI/UX team on "Civilization 6".

• Co-lead and architect for UI/UX team on "XCOM: Enemy Unknown" for PC, Xbox 360, and PS3, utilizing C++, Unrealscript, Scaleform, and Flash.

• Provided various UI, system and gameplay programming for: "CivWorld", "Haunted Hollow, "Civilization: Beyond Earth" and the "Rising Tide" expansion.

TRONSTER HARTLEY CONSULTING, Baltimore, MD   2006 – present
Consultant

Worked with a variety of clients to assist in architecting software, build teams, and meet business needs.

• **AmTote International**, Hunt Valley, MD – Recruited full-time, technical employees.

• **Farrell IT**, Richmond, VA – Created a custom software solution to pass content from a 3rd party bar-scanning application to their own bespoke app. Technologies: C++, Win32

• **Spare Backup, Inc.**, Palm Desert, CA – Architected shrink-wrapped software for backing up consumer data. Recruited and built front-end team. Technologies: C++, MFC, C#, .NET, MSSQL, SOAP.

- **Tracey Tutor,** Westminster, MD – Software architecture recommendations for moving from a Power Point to a custom, web-based, item-centralized learning delivery system.

- **Fundamental Health**, Sparks, MD - Enhanced a variety of internal reporting and external web-site applications for this national health care provider. Established technical criteria and conducted interviews for full time staff position. Technologies: ASP.NET, C#, Oracle.

BREAKAWAY GAMES LTD., Hunt Valley, MD   2007 - 2008
Game Programmer

Worked within a team to develop AAA titles and serious games for the PC and Xbox 360.

- "Command and Conquer 3: Kane's Wrath" - Built a new user interface (UI) in both PC and 360 console SKUs; accomplished utilizing C++, Flash, and XML within a publisher's proprietary toolset.

- Led user interface prototype for a serious game simulation.

**THOMSON PROMETRIC, Baltimore, MD (*Formerly Sylvan Prometric)*   1998 - 2006
Team Lead & Senior Software Engineer

Managed a variety of responsibilities in order to meet client objectives in authoring and delivering of computer-based testing solutions.

- Led a team of 12 developers on creating, extending, and supporting an enterprise application that is utilized on 10,000+ PCs around the globe to deliver millions of electronic exams a year.

- Architected multiple systems for Prometric's computer-based testing product. Projects spanned development cycles of 6 months to 3 years, and leveraged various Microsoft technologies including C#, ASP.NET, XML, CryptoAPI, and Microsoft Message Queuing (MSMQ).

- One of four inventors of the patent for Prometric's Extensible Exam Language (XXL) Protocol for Computer Based Testing (Docket No.26119.146). Lead programmer on the language compiler.

ACTIVITIES

- **Geek House Games**, Founder of the experimental web-based games studio
- **MAGFest**, Gaming Division Head and Indie showcase (MIVS) founder for annual, 22k+ attendee event
- **Speaking,** Promoting the games industry at various schools and trade organizations
- **Baltimore IGDA**, chapter co-founder, board advisor, former board chair across multiple years
- **Game Developers Conference**, Conference Associate (CA) volunteer for 10+ years
- **UMBC & University of Baltimore**, Adjunct Professor for games, simulation, and game-art courses
- **Matrix & Quaternion FAQ**, contributor
- **ACM**, Ohio Wesleyan University (OWU), former chapter president

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EDUCATION

MBA, Johns Hopkins Carey School of Business, Baltimore, MD, 2020
BA Computer Science, Ohio Wesleyan University, OH, 1998
Diploma, Gilman School, MD, 1994

Bloomberg Market Concepts, ID 156857924718
MCAD .NET, completed exams 70-316, 70-315, 70-320