Tronster Hartley

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SOFTWARE ARCHITECT, EDUCATOR, TEAM BUILDER
Strong Design and Technical Background

✓ Experience designing, implementing and supporting applications within a multimillion dollar global corporate environment.

✓ Proven track record of overseeing teams on mission critical projects.

✓ Over 18 years of software development experience in a variety of business sectors and technologies.

TECHNICAL SKILLS

Languages
- 8088 Assembly
- Actionscript (AS2 / AS3)
- C / C++
- C#
- HTML, CSS, Javscript
- Lisp / Scheme
- LUA
- SQL
- Visual Basic
- XML

Frameworks
- ASP.NET
- ATL / MFC / WTL
- CLIK
- COM
- DirectX
- .NET
- OpenGL
- SOAP
- STL
- XDK

Tools / Engines
- Adobe Photoshop
- Adobe Premiere / After Effects
- Adobe Flash / Scaleform GFx
- GIT / Perforce / PVCS / SVN
- Microsoft Office / Visio
- UML
- Unity3D
- Unreal 3 / Unreal 4
- Visual Studio
- XCode

EMPLOYMENT HISTORY

FIRAXIS GAMES, Hunt Valley, MD   2008 - present
Sr. Game Programmer & Game Designer, (Occasional Voice Talent)

Working across multiple projects as a lead programmer; tasking 4 to 6 colleagues per project.

- Lead Engineer for the UI team on "Civilization 6".

- Co-lead and architect for UI 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 Hallow, "Civilization: Beyond Earth" and the "Rising Tide" expansion.

TRONSTER HARTLEY CONSULTING, Baltimore, MD   2006 – present
Consultant

Worked with a variety of clients in various industries, including:

- **MAGFest**, Baltimore, MD, 2018 – Director of Gaming for MAGFest's flagship event of 21,000 attendees with a budget of $1.2 million. Duties included building and maintaining strategic partnerships, supporting ten department heads and working directly with the CEO to ensure success of the event.

- **University of Baltimore**, Baltimore, MD, 2012 – Adjunct Professor for Simulation & Digital Entertainment program.

- **University of Maryland Baltimore County,** Baltimore, MD, 2009 – Adjunct Professor for Interactive Media program.

- **Spare Backup, Inc**., Palm Desert, CA – Designed and developed within a team a port of shrink wrapped client software from C++ to C#. Additional technologies: MFC, .NET, MSSQL, SOAP.

- **Fundamental**, 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 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 (*Formally Sylvan Prometric*)   1998 - 2006
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 a full scale COM based application that is utilized on 10,000+ PCs around the globe to deliver over 1,000,000 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

- **Speaker**: Ignite, Schools, and Conferences
- **MAGFest Indie Showcase (MIVS)**, founder
- **Baltimore IGDA**, co-founder & former chair
- **GDC**, conference associate (CA) 10+ years
- **Matrix & Quaternion FAQ**, contributor
- **ACM**, OWU chapter president

EDUCATION

MBA, Johns Hopkins Carey School of Business, MD, Expected 2020
MCAD .NET, completed exams 70-316, 70-315, 70-320
BA Computer Science, Ohio Wesleyan University, OH, 1998
Diploma, Gilman School, MD, 1994