

Tom Parker

1510 Maltman Ave
Los Angeles, CA 90026

tom@mira.nu
850-284-8081
<http://tom.mira.nu>

Work History:

Neversoft Entertainment

Senior Software Engineer
June 2006 – current

- The sole engineer responsible for the audio engine, build pipeline, and designer tools for all shipped titles.
- Shipped games on the 360, PS3, PC, PS4, XBOne platforms.
- Experience optimizing for PPC/VMX and x86-x64/SSE.
- Shipped games using FMOD middleware and custom in-house developed mixing engines.
- Implemented and optimized custom and 3rd party DSP effects for the engine.
- Developed and implemented pitch detection algorithms for karaoke in Guitar Hero.
- Created and maintained a C# GUI tool for event and asset management by the content team.
- Created VST versions of the engine's DSP's for preset creation inside a DAW.
- Have experience developing for PS2, WiiU, WebGL and Android platforms.
- Experience implementing and working with Wwise and Miles middlewares.

Shipped Titles:

| | | |
|------------------------|----------------------------|-------------------------------|
| Tony Hawk's Project 8 | Tony Hawk's Proving Ground | Guitar Hero 3 |
| Guitar Hero: Aerosmith | Guitar Hero World Tour | Guitar Hero: Metallica |
| Band Hero | Guitar Hero 5 | Guitar Hero: Warriors of Rock |
| Call of Duty: Ghosts | | |

Infinity Software Development

Programmer/Analyst
February 2002 – December 2004

- Developed business web applications using ASP.NET with MS-SQL and Oracle database systems.
- Worked on the data integration team for the Florida Dept. of Health developing automated solutions for conversion and transmission of health data in various formats across different types of UNIX and Windows servers. Perl, TCL, Java Tomcat, .NET, Cloverleaf, and Biztalk are some of the technologies used.

Education:

The Guildhall at Southern Methodist University

July 2006 - Professional Certificate in Digital Game Development

Florida State University

December 2000 - Bachelor's Degree Computer Science

Notable Things:

- Staff-chosen technical lead on the final project at the Guildhall, Weekday Warrior. It won the 2007 IGF Student Showcase award for "Mod of the Year."
- Wrote an article published on Gamasutra about Guitar Hero 5's audio system.
http://www.gamasutra.com/view/feature/132701/bonus_feature_backstage_with_the_.php