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Nandor Tibor Szots

Objective

To attain a position as a lead or senior software engineer for a game-programming company.

Education

University of California, Santa Cruz **1998 - 2002**
B.S. in Computer Science.

Relevant Skills: C, C++, Java, C#, OpenGL, Unix[1], vxWorks, Tornado, MS Dev Studio, STL, PL/SQL Dev, vi, gmake, cvs, sh, perl, flex, bison, LaTeX, assembly language[2], groff, HTML, Win9x / NT / 2000 / XP, MS-DOS, SML, Prolog, SQL, Databases[3], Perforce, CVS, git, RS-232, RS-422, VME Knowledge.

Work Experience

Sony Online Entertainment - EverQuest II **January 2006 - Present**
Position: Senior Programmer

Implemented the EverQuest2 and EverQuet2: Extended marketplace functionality including: all back-end commerce and server-side communications. Transitioned the original implementation of the marketplace into a highly successful Free-to-Play model, while maintaining a non-Free-to-Play service as well.
Responsible for all marketplace improvements, changes and new technology development.
Responsible for live-game maintenance, including daily investigation of both client and server crashes by using Linux core dumps and Windows minidumps to identify and resolve issues.

Designed and implemented a tool for third-party sites to be able to obtain information about in-game characters, items and spells. This system used EDB and XPath to index XML blob data for fast searching of relevant game data.

Implemented a spam filter for all game messages to combat the growing spam problems. The filter has a 99% accuracy rate and blocks on the order of 500,000 messages per day.

Updated and maintained game servers and client in C++/STL. Implemented new game systems and features based on player feedback. Worked with the Test Server community to build a stronger relationship between development and players.

Acted as the game team's point of contact for internationalization across over 4 locales including Russian, French, German, and Japanese. Developed code which allowed for faster identification of strings requiring localization and reduced redundancy in localizing dynamic game data.

Created designer tools for fast indexed searching of over 50 gigabytes of game data. These tools were rapidly developed using GNU/Linux, perl, php, apache and other open source tools.

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[1] Linux: Debian, RedHat, SuSE, Slackware; Sun: Solaris
[2] RISC: SPARC, MIPS, and Motorola MC68xx (MC68HC11A8) assembly
[3] MSDE, Oracle, MySQL, Postgre, EDB

General Atomics - Lynx Systems **January 2003 - January 2006**
Position: Lead Software Engineer

Wrote embedded C, compiled for vxWorks running on various VME boards. Projects included: View Manager Board: displayed radar imagery in near-real-time using OpenGL; Lynx Ground Control Station: received radar imagery via a high-speed serial (RS422) data link, decompressed, displayed and forwarded images to other systems via Ethernet; Utility applications: allowed for quick and easy loading of code onto radars which consisted of a C back-end running on the radar and a C# user interface running on a PC.

Trouble shot various hardware and software problems in the field as a radar integration specialist. Part of integration team for FireScout, and KingAir. Software integration lead for Predator B.

Software Engineering Lead on SAR/GMTI project.

AudioTalk Inc. / HearMe Inc. **June 1998 - July 2001**
Position: Junior Engineer / Operations Engineer

Development: Helped develop various client and server MSVC++ applications for HearMe's VoIP chat solution. Developed server side APIs in Perl and C. The APIs were integrated into both WinNT and Linux environments, which handled all the core messaging in the AudioTalk / HearMe products.
Operations: Helped build up, integrate and maintain the AudioTalk and HearMe VoIP networks. This included server setup, installation and maintenance; both internally and at customer sites. Wrote C, Perl and other various CGI scripts to automate the network maintenance and ensure stability.

University of California, Santa Cruz **December 1998 - December 2002**
Position: Student Grader/Lab Assistant/Volunteer Tutor

Graded for many upper and lower division computer science programming classes. Assisted students with learning the Unix environment, including make, gcc, gmake, and general Unix commands (ls, ps, vi, etc.)

University of California, Santa Cruz **December 1998 - June 2000**
Position: Residential Computer Coordinator

Setup and configured students' computers to work on the school network. This included explaining the campus e-mail system, and network guidelines to both students and faculty.

References

Available upon request.