

# GREGORY F. WEINER

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## INTRODUCTION

Creating immersive games is what I live for. This passion has been the basis for starting my own development team and constant drive to build 3D engines from the ground up. Currently working on Unbound, a fast paced coop FPS at Streamline Studios, I bring to the table the technical knowhow and design insight to build high performance, riveting games for console and PC. An imaginative problem solver, supremely self-disciplined, and used to tight deadlines, I am committed to life-long learning and always seeking greater technical and creative challenges.

## TECHNICAL SKILLS

### Programming

- Adept in C++ and C#, well-rounded knowledge of OOP design patterns and core gameplay systems (State machines, movement and combat mechanics, animation, AI, client server architecture)
- Solid grasp of linear algebra, physics, and graphics; deep passion for mathematics
- Experienced in engine building with DirectX, writing HLSL, and familiar with 3D rendering pipeline
- Especially passionate about camera effects, physics based movement, and graphics
- Experience with net code and optimizing multiplayer games in UE4
- Familiarity with machine language, SIMD, java, SQL; able to pick up new languages with ease

### Software

- Visual Studio, Visual Studio Graphics Diagnostics, UE4, MPLAB IDE, Unity 3D
- Version control (SVN, Git), Jenkins, Doxygen, Bug tracking / Code review platforms (Jira, Crucible)
- 3ds Max, Adobe CS (Illustrator, Photoshop, InDesign, Dreamweaver)

### Other Skills

- Native level Japanese (JLPT Level 1), fluent Korean, proficient French and Thai
- Comfortable with AAA game development cycle, Agile practices, and creating GDD
- Copywriting and Editing, Networking and coordination, Knowledge of Japanese media and academic worlds, and general workings of Korean and Japanese society.

## WORK EXPERIENCE

Multiple AAA games, **Game Programmer**, Streamline Studios, Kuala Lumpur, 2017 - Present  
Known for work on AAA titles like Final Fantasy XV, Bioshock Infinite, and Gears of War. Currently working on Unbound, a fast-paced cooperative FPS based on UE4. My duties include:

- Implementing and enhancing gameplay features for optimal performance and greater immersiveness
- Creating modular and structured systems usable across teams
- Spearheading development of a 3D mathematics curriculum for internal training purposes.

Upcoming game project, **Game Engine Developer**, Global, 2015 - 2017

Developing DirectX 11 game engine for upcoming FPS to be released on Steam.

(Concurrent development of versatile game engine for short term and long term releases).

- Core programming, development cycle, and task allocation.
- Continuing development in C++ via Visual Studio. Global coordination via GitHub.

"Escape from New York" **Founder / Lead Programmer**, Global, 2013 - 2017

3D action / puzzle game for PC and mobile.

- Conceived original game concept, detailed development plan and work allocation.
- DirectX 11 engine programming in Visual Studio, global coordination via Github.

- Gameplay, physics, and graphics programming, original content development, graphic design.
- Leadership and team management, market strategy and planning for release on Steam.

"Luxotronics," Sensacell, Inc., **Programmer / Game Design Consultant**, Bangkok, 2013 - 2016  
(Interactive capacitive LED panel / game console manufacturer)

- Software architecture and implementation for new capacitive touch based game console.
- Game concepts, programming, and C language consulting.
- Collaboration on projects involving 3D simulation, PID controllers, and robotics / machine vision.

The University of Tokyo, **Language Consultant**, Tokyo, 2008 - 2016

Translation, editing, and consulting services in Japanese, Korean, and English. Fields including IT, engineering, psychology, and PR for professors, doctoral candidates, major publications and corporations. Coding confidential Japanese documents for global legal proceedings.

QUO Global, **Copywriter / Brand Strategist**, Bangkok, 2012 - 2013

Brand design and copywriting for hospitality industry, UN, and NGOs. Scriptwriting, interviews, and postproduction for promotional videos. Japanese market content creation.

Ace, Ltd., **Creative Director**, Tokyo, Japan, 2007 - 2008

Designed / illustrated bestselling textbook in Japan. Web design, business planning.

Kaikai Kiki Co., Ltd. **International Manager**, (Murakami Takashi), Tokyo, 2006 - 2007

Painting work for contemporary manga-inspired artist. Editing art archives using Photoshop. Bilingual correspondence, web development, artist profile management. Culmination of previous experience at art galleries in Tokyo and Buddhist sculpture workshop in Seto, Japan.

## EDUCATION

M.A., Anthropology, **The University of Tokyo**, Tokyo, Japan

Focus on IT and South Korean digital communities from an ethnographic perspective.

B.A., Anthropology, **Yale University**, New Haven, CT

Coursework in art, graphic design, animation, English literature, and psychology.

## CERTIFICATIONS

**Microsoft Specialist** Programming in C#

**Brainbench** C++ Programmer, Computer Programmer