

Kevin Gadd

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Employment History

Mozilla Corporation

1/11 – 10/11

Software Engineer

- Developed memory usage and performance analysis tools.
- Collaborated on draft specifications and prototype implementations as part of the Web API group.

IMVU

3/10 – 11/10

Software Engineer

- Built a prototype Unity implementation of IMVU's asset loaders and scene graph.
- Ported the Windows IMVU client to Mac OS X.
- Maintained continuous integration systems and build tools.

ArenaNet

10/09 – 3/10

Associate Producer

- Coordinated tools development, audio and design efforts along with producers and leads.
- Drove design processes for critical tools, and game systems.
- Worked with other producers to establish schedules, set milestones, and triage bugs/issues.

Squared Interactive

11/08 – Present

Sole Proprietor

- Writing, design and programming for a 2D side-scrolling action game, **Inferus** [<http://infer.us/>]. Won Intel's Level Up 2009 competition. Recruited and managed contractors responsible for art and sound direction.
- Developed the **JSIL** [<http://jsil.org/>] .NET to JavaScript translator.
- Contract ActionScript, HTML5 and WebGL development for various clients.

IMVU

6/07 – 6/09

Software Engineer

- Built components of the IMVU Client's 3D renderer and UI in C++, ActionScript, and Python.
- Built, optimized and debugged complex asynchronous systems.
- Found and fixed obscure crashes and race conditions in application code, libraries, and drivers.
- Created and refined testing and build tools for continuous integration in PHP/JavaScript/Python.

ArenaNet

12/06 – 6/07

Engine/Tools Programmer

12/05 – 12/06

Game Designer

- Shipped **Guild Wars: Factions** and **Guild Wars: Nightfall**, expansions for the original Guild Wars.
- Extended the C-based cinematics system with a graphical editor and realtime preview tool.
- Responsible for designing and scripting quests, missions, towns, cinematics and over-world areas.
- Created design tools including an indexed search tool for game content, script editor with validation/highlighting, and a toolset for analyzing game data and generating reports.