

# RICK NAEGELE

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## OBJECTIVE

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To obtain a challenging position as a software engineer utilizing my skills and experience in making games.

## PROFESSIONAL EXPERIENCE

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### CHEWY SOFTWARE

Senior Software Engineer

CHICAGO, IL

January 2008 – Present

#### Leapfrog Zippity

- Implemented a 2d sprite caching scheme to improve drawing performance.
- Optimized 2d engine performance.
- Wrote the gameplay logic for multiple games.

#### Way to Go! Bowling (PC – pogo.com)

- Investigated feasibility of low cost 3D engines for possible use.
- Wrote accurate technical design documents to deliver to client.
- Created a proprietary game engine based on D3D and D3DX using the fixed function pipeline.
- Features included in the engine:
  - Animation
  - Cameras
  - Scene graph
  - Light mapping
  - Cubic Environment mapping
  - Specular lighting
  - Particles
  - Replay
  - Input
- Wrote approximately 60% of the game's entire codebase.
- Responsible for all gameplay and achieving an accurate bowling simulation.
- Integrated 3<sup>rd</sup> party sound library and gameplay triggers for sounds.
- One of three programmers to bring the game from pre-production to ship in just about 10 months.

### ELECTRONIC ARTS

Software Engineer II

CHICAGO, IL

August 2005 – November 2007

#### Def Jam: ICON (XBOX 360, PS3)

- Implemented the camera system for Def Jam: ICON.
- Collaborated closely with production and art direction to get the desired cinematography for the game.
- Created easily tunable camera logic and parameters to aid in fast iteration with production and art.
- Implemented the cut scene cinematic pipeline for character / prop / camera animations.
- Worked with cinematics animators to diagnose and solve animation problems in cut scenes.
- Mentored a new hire on the Def Jam camera system to be able to make productive contributions in a short time.
- Worked with animation engineers to solve animation related pipeline issues within EA's proprietary anim system.

#### Fight Night Round 3 (XBOX 360, PS2, XBOX)

- Implemented online stat tracking / reporting code.
- Integrated online game mode with a shared online library to maximize code reuse and add value to the game.
- Troubleshooting online desyncs and griefing issues.
- Ensured fulfillment of TRC / TCR requirements as well as EA guidelines.
- Managed the tight online memory budget for PS2 for the life of the project.

### MIDWAY GAMES

Software Engineer

CHICAGO, IL

March 2003 – July 2005

#### Mortal Kombat: Deception (PS2, XBOX)

- Evaluated the feasibility of using the UIX plug-in for an XBOX Live screen solution.
- Ported XBOX Live screen functionality from MLB Slugfest to MK: Deception engine.
- Implemented XBOX Live voice chat and voice messaging.
- Ported PS2 screen control functionality from screen engine releases to the MK engine.
- Implemented localization support for XBOX Live screens.
- Ensured compliance with TCR requirements of Voice Chat / Voice Messaging / Friend Requests / Game Invites.

**NBA Ballers (PS2, XBOX)**

- Implemented backend and screens for the TV Tournament and Rags to Riches game modes.
- Designed and wrote a caching scheme to asynchronously load grouped 2D assets on demand to be used throughout the entire front end of the game.
- Implemented the memory card (PS2) and hard drive (XBOX) saving/loading interface and messaging system.
- Set up an automated nightly user interface export and art build using Midway proprietary tools.
- Sole programmer responsible for implementation and submission of the XBOX demo disc.

**NUFX***Software Engineer***HOFFMAN ESTATES, IL***August 2000 - February 2003***NBA Street Vol. 2 (PS2, XBOX, GC)**

- Responsible for bug fixes related to NTSC and PAL localization.

**NCAA March Madness 2003 (PS2)**

- Implemented a majority of the Dynasty game mode, also helped implement Season game mode.
- Adapted the NBA Live rookie generation code to generate new recruits to use in the Dynasty off-season.
- Created an automated build process for use in making daily playable builds on DVD.
- Setup front end artwork pipelines to get artwork into the game.

**NCAA March Madness 2002 (PS2)**

- Completed accurate technical designs for the front end screens based on NBA Live 2001 architecture.
- Created detailed schedule consisting of milestones and deliverables.
- Maintained the various game database tables by adding fields required by myself or other users.
- Implemented new artwork treatment for the game's HUD including procedural animation for transitions.
- Implemented background artwork treatment for use throughout front end screens.
- Maintained EA's Layman tool with writing various controls needed specific to the game.

**EDUCATION**

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**BACHELOR OF SCIENCE IN COMPUTER SCIENCE****MAY 1999**

MINOR IN ART

*Northern Illinois University**DeKalb, IL*

- GPA: 3.53 / 4.0
- Selected to participate in the CS department Undergraduate Fellowship program.
- Selected for the Kraft Foods, Inc. Scholarship Award based on outstanding achievement in computer science.

**TECHNICAL SKILLS**

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- C / C++
- C# / Managed C++
- Visual Studio .net 2008
- Nant scripting
- PC / PS2 / XBOX / XBOX 360 / PS3
- Maya MEL scripting
- Build Forge
- Perforce, SVN
- XML
- UNIX
- sed /awk /shell scripting
- HTML / CSS