

# Whitney Babcock-McConnell

[Whitney.BabcockMcConnell@gmail.com](mailto:Whitney.BabcockMcConnell@gmail.com)

1 Bayard Rd., Pittsburgh, PA 15213

Cell: (908) 451-7916

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## OBJECTIVE

To utilize my programming and problem solving skills as part of a team developing innovative games.

## EDUCATION

### **Carnegie Mellon University, Pittsburgh, Pennsylvania**

Masters of Entertainment Technology – May 2010

### **Rutgers University, New Brunswick, New Jersey**

Bachelor of Science in Computer Science – October 2003

Minor in Economics – October 2003

## SKILLS

- Proficient in C/C++/C# and Visual Basic.
- Competent in Python, Java, FORTRAN, Flash, and SQL.
- Engines & Libraries: OpenGL, DirectX, Panda3D, XNA and MS Surface SDK.

## PROJECTS

**SurfaceScapes** – Proof of concept of Dungeons & Dragons on the MS Surface table.

- Pitched the project concept to CMU – ETC faculty and gained acceptance for the Fall '09 semester and then again for the Spring '10 semester.
- Presented our project at GDC and PAX Boston.
- Programmed various game systems including Line of Sight and Fog of War.
- Aided in all design decisions made by the team.

**Chinese Checkers** – A direct copy of the board game implemented on computer.

- Designed an AI algorithm which is capable of holding its own against a human opponent and allows the user to include any combination of human and computer players.
- Integrated competitive network play into the game using the DirectX API.

**Boggle** – A graphical implementation of the popular word game.

- Created a specialized data structure for efficient storage and lookup of an 80,000 word dictionary.
- Developed a multiplayer version using DirectPlay.

## EMPLOYMENT

**May 2009-August 2009**

Intern Gameplay Engineer, *Pandemic Studios*

*Mercenaries 3*

- Updated/tuned/created AI archetypes such as a combat drone, minigunner and shotgun trooper.
- Worked on a small focused team utilizing the Scrum Agile software development methodology.
- Led a knowledge sharing session to ensure the other engineers on the project understood the systems I was working in.

**September 2006-August 2008**

Senior Test Engineer, *Real Time Technology Solutions*

- Verified reliable functioning of clients' applications through automated testing implemented via popular testing tools such as HP Quick Test Pro and Rational Functional Tester.
- Ensured the stability of web apps using HP LoadRunner and standard load testing techniques.

**2004-August 2006**

Data Analyst, *Integrated Pharma Technologies*

- Processed and monitored data files of medication sample distributions sent to and received from pharmaceutical clients using customized SQL queries.

**May 2005** (Contract Position)

Flash Programmer, *Six Shooters Gaming*

- Programmed an interactive Flash version of a poker game being marketed to casinos.