David L. Ludwig

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Summary

I am a software developer with 16+ years of professional experience. I have helped design, program, debug, test, and publish dozens of games (primarily in the Casual Gaming field), across a variety of platforms and publishing mediums. I have also helped support other developers by writing tools and documentation, and by configuring, maintaining, and supporting internal-use servers (both on-premises and cloud-hosted).

Experience

Open Source Developer
LibSDL
Jul 2012- Present

I've made contributions to the popular, open-source, multimedia-hardware abstraction library, LibSDL.
- added support for virtualized joystick/game-controller hardware, which allows apps to create and use software-based, game-controller devices, and which can aid in making touch-screen, joystick-style controls.
- added support for Microsoft's Universal Windows Platform (UWP). This included writing UWP-specific display and input-hardware code, and modifying existing Win32 code for use on UWP.
- fixed numerous bugs.

Game Programmer and Designer
funkitron
Jul 2003 - May 2018
14 years 11 months

- co-designed several game titles, with experience gained in UI design, implementation, and user-testing
- co-developer of a custom, cross-platform game-engine written in C++, with script-ability in Lua
- wrote HTTPS-centric client and server code to synchronize game data across multiple devices
- helped configure and maintain in-house servers, including automated build systems, bug tracking DBs, and source control servers, on a small scale (up to ~20 active users), both in on-premises and cloud servers
- coordinated the publishing of multiple apps to Apple's App Store.

Programmer / Intern
OnMobile Live, Inc.
May 2002 - May 2003
1 year 1 month

I helped test, fix, and add features to a C++ based telecomm suite. Work was done for various server platforms, including Solaris, Linux, and Windows, both on an OS-kernel level, and in higher, user-level, OS-processes.

Education

Worcester Polytechnic Institute
B.S., Computer Science

Skills

C++ • Mobile Applications • Build Automation • Cross-platform Development • Game Development • Microsoft Azure • Perforce • Shell Scripting • User Interface Design • Debugging