

CHASE HUTCHENS

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Software Engineer

Skills

- C/C++
- Python
- C#

Tools



Professional Experience

Software Engineer (RAWMEN; ANIMAL LLC - Contractor), Owner & Founder Chazix LLC 01/2020-present

- Implement, support, improve and collaborate on network, game, and system features
- Integrate and implement libraries, code refactors and tooling
- Steam & LAN lobby systems implementation and improvements
- Game play, anti-cheat, networking, and localization pipelines
- Met deadlines to enable demo and convention requirements

Software Engineer (StarCraft II Client & Tools), Blizzard Entertainment 06/2017-12/2019

- Maintained and supported client, tooling, and server codebases
- Client: Game play, UI, Engine & Editor development, and improvements
- Tools: Web & script tooling pipelines, build systems and migrations
- Server: System backend interactions with clients & tools, and support
- Cross team collaboration, Anti-cheat, Mac & CCPA implementation and support

Software Engineer Intern (StarCraft II Server), Blizzard Entertainment 05/2016-08/2016

- Created independent service for handling & processing message packets
- Modified message flow to route to the independent service
- Moved & implemented C++ code into independent service
- Client to server & server to server message passing
- Created stress tests for testing the feature set within the independent service
- Refactored, commented, documented, and improved upon the feature set

Independent Developer, Unity Asset Store 12/2011-08/2014

- Created game systems to distribute on the Unity3D Asset Store using C#
- Mathematical, physics and logic-based programming problems
- Designed and encapsulated object behaviors to use in a game environment
- Maintained and updated corresponding Unity asset package website: chazix-scripts.com

Academic Game Projects

Network & Game System Programmer (chasehutchens.com/2016/12/04/subatomic/) 08/2016-05/2017

- Integrated and utilized a backend RESTful interface over HTTPS with an external server using Nodejs
- Client to server communication over UDP with Google Protobuf messaging serialization middleware
- Persistent MongoDB database storage and retrieval of client and game world information
- Packet Tracking, Game Client Management, 3D Terrain Saving System, Authoritative Aspects, and Logging
- Reused tech stack for a Minecraft like sandbox game

Network & GUI Programmer (chasehutchens.com/2015/12/12/chrono-drive) 07/2015-04/2016

- Developed FPS game: *Chrono - Drive* in a team with 14 other individuals, showcased at PAX West 2016
- Met deadlines and expectations for allowing the team to proceed with network interaction
- Custom network engine utilizing Winsock2 as client and Java as server
- Implemented a robust network game system that has allowed for in-game player interaction
- Networked Players, Dynamic Objects, Level Transitions, Items, Internet & LAN Play, and Master Server
- Integrated and utilizing CEGUI for GUI development

Game Systems & Support Engineer (chasehutchens.com/2015/12/12/eyes-in-the-dark) 09/2014-04/2015

- Worked on 2D top-down horror game: *Eyes in the Dark*, chosen to go to Intel Buzz Workshop 2015
- Integrated and utilized CEGUI for GUI development
- Created game systems that were used for various game play mechanics
- Generated 2D shadows using ray casting & HLSL
- Assisted and supported other members in their various areas that needed more concentration

Education

DigiPen Institute of Technology 08/2013-04/2017

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

Highline College 09/2009-12/2012

Associates of Science in Computer Science