

# BRENT SCRIVER

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in [linkedin.com/in/tooldev/](https://www.linkedin.com/in/tooldev/)

Over 20 years experience in design and game development focusing on engine, IO, automation, tools, and localization.  
Passion for performance, accessibility, and productivity.

## SKILLS

C++, C#, Python, Groovy, SQL, WPF  
Agile Scrum and Kanban  
Git, GitHub, Perforce  
Unreal Engine, Jenkins  
Jira, ExtraView, Trello  
Helix Swarm, Code Collaborator  
Xbox (all), PlayStation 3-5, Switch



DAUNTLESS



## EDUCATION

Bachelors of Mathematics  
Double Honours Computer Science,  
Combinatorics & Optimization

University of Waterloo  
1994-1999



### Senior Programmer (remote)

September 2014—March 2024

- The first engineer hired, establishing many of the processes and infrastructure at Phoenix Labs
- Mentored interns
- Designed and Implemented
  - The release build process of Fae Farm for Steam, Epic Game Store, and Switch
  - Tools and automation for building, distributing, and patching Dauntless for XboxOne, Xbox Series X, PlayStation 4, PlayStation 5, Switch, Steam, and Epic Game Store
  - Source indexing (parallelized) and symbol server support for multiple platforms
  - The B for Bug plugin to create Jira tickets from within game for all platforms
  - The Localization Framework plugin for authoring, validating, and translating to seven languages
  - The Content Automation plugin ensuring asset reference integrity and notifying authors in Slack
  - A cross-platform movie plugin to optimize and validate movies
  - A downloadable content plugin managing DLC gated content and a script to generate DLC in minutes
  - Parallelized p4 clean and reconcile commandline operations with transient reporting UI
  - Audio attenuation based on the nearest distance to a volume or spline
- Integrated Unreal Engine updates
- Deconstructed symbol store details for multiple platforms to host a symserver without sync issues



### Technical Lead for the Patcher Team (remote)

November 2012—September 2014

- Lead the technical side for a team of eight to implement architectural changes
- Integrated crash monitoring
- Doubled patching speed and game IO speed
- Reduced patcher and game IO failure rates to near hardware level failure rates
- Assisted porting League of Legends to the Mac



### Software Engineer II

November 2005—June 2012

- Implemented Kinect voice commands for Mass Effect 3 for five languages
  - Presented at the Game Developers Conference
  - Presented a post-mortem to Microsoft
- Implemented live switching of text, speech, and audio language switching in Mass Effect 3
- Major contributor to our C# framework used in our pipeline, tools, and infrastructure
- Developed the content automation test framework
- Developed the voice over pipeline for audio, text, and facial animations in five languages
- Optimized disk and memory usage for the Mass Effect 2 PS3 port
- Optimized shader compilation by caching compiled shaders in a MySQL database
- Designed and implemented tools to build, manage, and optimize the DVD Layout of Mass Effect
- Reduced DVD build times by a factor of five by parallelizing IO processing
- Wrote a Visual Studio plugin to perform #include searching, line sorting, and automate copyrights



### User Interface Test Lead — Xbox Live

September 2003—October 2005

- Managed a team responsible for Xbox Live UI test suites for the Xbox 360 Dashboard and HUD

### Integration Software Design Engineer in Test — Xbox Live

March 2002—August 2003

- Designed and implemented a system to track consoles failing to connect to Xbox Live

### Software Design Engineer — Natural Languages Group

November 2000—March 2002

- Assisted in the conversion of the code base from C to C++

### Software Design Engineer — TransPoint

October 1999—October 2000

- Designed and implemented the secure connection between billers and the TransPoint data center