Linden Reid

Game Engineer

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lindenreid.com
github.com/lindenreid

technical skills

Languages

C#, C++, Java, Swift, Lua

HLSL, CG, Metal

Tools

Unity, Xcode, version control (Git, Perforce, SVN), rendering debugging (RenderDoc, Nvidia Nsight)

Skills

graphics programming, performance optimization, art asset performance budgeting, content tool development, gameplay engineering, rapid prototyping, agile development

education

Louisiana State University

Baton Rouge, LA
August 2012— May 2016
B.S. Computer Science

University of Strathclyde

Glasgow, Scotland
January— May 2014
Study abroad program

experience

Senior Software Engineer, Uncommon Games | June 2022 - present

Domain owner and engineer on voxel systems, rendering, and rendering-related performance and optimization for an unannounced cross-platform game. Researching, architecting, building, and maintaining owned systems; building networked gameplay features; aiding with architecture planning outside of owned domain; and mentoring junior engineers with planning systems and technical skills.

Freelance Game Engineer | Jan. 2021 - June 2022

Freelance engineer for a variety of projects, especially mobile games. Engineered rendering and optimization, tech art, general gameplay and client app development, and performed performance optimization audits.

Software Engineer, Blizzard Entertainment | Oct. 2018 - Jan. 2021

Client engineer on mobile action-strategy game Warcraft Arclight Rumble. In Unity with C# and HLSL, engineered rendering systems and shaders, rendering performance, engine-side asset pipelines, build validation for art assets, and tools for artists to interface with rendering systems. Responsible for the research, creation, and maintenance of the runtime and install size art asset budgets. Also trained the art team in the version control and PR validation workflow.

Software Engineer, Procedural Reality | Sept. 2017 - March 2018

Using Lua and an in-house engine, engineered systems to procedurally generate spaceships purely from code for procedural space exploration game Limit Theory.

Software Engineer, EA Mobile | June 2016 - Sept. 2017

Generalist engineer for mobile strategy game C&C: Rivals. Using an in-house engine with C++, engineered gameplay code, shaders, tools, and the system for the lifetime of VFX.