

KRISTOFEL MUNSON

SUMMARY

Generalist programmer with 5 years games industry experience. Shipped 4 console titles. Extensive knowledge of Unreal Engine.

EMPLOYMENT HISTORY

Engine and Tools Programmer <i>2K Boston, Quincy, MA</i>	2009–Present
Engineering Sub-Lead I <i>Midway Games, Chicago, IL</i>	2005–2009
Programmer <i>Zombie Studios, Seattle, WA</i>	2004–2005

UNRELEASED TITLES

Unannounced Title <i>Engine and Tools Programmer</i>	2K Boston	Unreal 3	Xbox 360, PS3, PC	2009–Present
<ul style="list-style-type: none"> • TODO 				
This Is Vegas <i>Senior Software Engineer (Advanced Technology Group)</i>	Midway	Unreal 3	Xbox 360, PS3, PC	2009
<ul style="list-style-type: none"> • Integrated various engine optimizations from an unannounced title. 				
Unannounced Title <i>Systems Lead</i>	Midway	Unreal 3	Xbox 360, PS3, PC	2007–2008
<ul style="list-style-type: none"> • Oversaw engine-level systems and tools development. Managed 3 other programmers. 				

SHIPPED TITLES

John Woo Presents Stranglehold <i>Engine Programmer</i>	Midway	Unreal 3	Xbox 360, PS3, PC	2006–2007
<ul style="list-style-type: none"> • Primary implementor of the massive destruction system featured at GDC 2008. • Converted most UObjectts to use explicit lifetime management, increasing GC performance and reducing memory overhead. • Developed actor hibernation system to preserve world state for streamed out levels and game saves. 				
NBA Ballers: Phenom <i>Cinematics Programmer</i>	Midway	In-House Engine	PS2, Xbox	2005–2006
<ul style="list-style-type: none"> • Coded several cinematics-based minigames including a DDR-style rhythm game. 				
Combat: Task Force 121 <i>PC Platform Lead</i>	Zombie	Unreal 2	Xbox, PC	2004–2005
<ul style="list-style-type: none"> • Worked with publisher to ensure compatibility across a wide range of PC hardware configurations. • Designed and implemented UI system. 				
Shadow Ops: Red Mercury <i>UI Programmer</i>	Zombie	Unreal 2	Xbox, PC	2004
<ul style="list-style-type: none"> • Coded menus, UI animations and effects. 				

EDUCATION

DigiPen Institute of Technology <i>Redmond, WA</i>	2000–2004
<ul style="list-style-type: none"> • B.S., Computer Science • Mathematics Minor 	