

Arne Olav Hallingstad

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Objective

To work on a team that encourages individual excellence, being proactive, take ownership of specific areas of code, and be in a company where employees feel individually vested in the games they create.

Qualifications

- 4 years 10 months commercial experience programming in C++ using idTech 4 technology.
- Shipped ET: QUAKE Wars for PC and Brink for PC, PS3 and XBox 360.
- Written portable C++ code that compiles on four different compilers for the past three years.
- Worked on Brink from concept to release as a gameplay programmer.

Work Experience

2008 *Gameplay Programmer on **Brink** (Multiplayer FPS), Splash Damage Ltd, London*
3 years 10 months

- Implemented support for in-game cutscenes.
- Implemented gamecode-side host migration.
- Prototyped the SMART movement system and implemented an efficient algorithm for detecting relevant vault and mantle ledges near the player at runtime.
- Created the pre-alpha character customization UI shown at E3 2009.
- Created basic AI for vertical-slice during the first year.
- Implemented auto-chatter, triggered by various per-client and global game events.
- Profile manager and framework for data-driven perks, persistent XP levelling, achievements.
- Network: Implemented anti-lag in a server-client networking model.
- Dedicated servers: Added support for cloud based dedicated servers on PC.
- Maintainer of the Linux dedicated server and Steam intergration on Linux.
- Onlines Services: Fixed over 100 bugs on Xbox 360 and PS3 in the last 6 months.

2007 *Junior Gameplay Programmer on **ETQW** (Multiplayer FPS), Splash Damage Ltd, London*
1 year

- Implemented the tutorial system patched in after launch.
- Smaller features and bug fixes.

Education

2004 – 2006 *University of Oslo – Bachelor in Computer Science*
1998 *Edmonds Woodway High School, Seattle, 6 months abroad*

Honors

- Independent Games Festival Mod Awards. Best Doom 3 modification with Last Man Standing Coop, San Jose 2006.
- 4th place in the Norwegian ACM International Collegiate Programming Contest, 2003.

Skills & Knowledge

- C++/C, Python, Java, Android SDK, SIMD, Assembly, PHP, HTML, JSON, Regular Expressions, source repositories SVN/Mercurial/Git, Visual Studio 2003 to 2010.
- Debugging of bugs, heap and stack corruption on PC, PS3 and XBox 360.

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Non-work Projects

- Released a game related Android app downloaded by thousands of people.
- Ported Doom and Quake 2 to the ET: QUAKE Wars engine.
- Worked on and released several versions of the Last Man Standing Coop modification for Doom 3 and the Tribal Wars modification for ET: QUAKE Wars for Windows and Linux.
- Hacked the BioShock shaders to allow the game to run on Shader Model 2.0 graphics cards.
- Reverse engineered the Megatexture technology in Doom 3 and created a mod enabling it.

Interests

- Playing computer games.
- Programming related non-work projects.
- Jogging, playing soccer.

References

Available upon request.