

Frank Force

frankforce@gmail.com

www.frankforce.com

I love game development and have been doing it professionally for over 15 years. In that time I've worked on several triple A games, made an open source game engine, participated in many game jams, hosted panels, given talks, ran booths, and spent some time as an indie developer.

I have significant experience in all areas of game development though I mostly specialize in gameplay engineering, rapid prototyping, design and leadership.

Professional Experience

Independent Developer, *Killed By A Pixel*

Austin, TX

7.2004 - Present

- Developed many games including...
- "Bulkhead" 2015, arcade action rogue-like game
- "Monster Mart" 2015, Austin Education Game Jam Winner
- "Secret Formula" 2013, Indie Speed Run Winner
- "Faster Blaster" 2012, open world action adventure game
- "The Frank Engine" 2010, open source game engine
- "Go Bonsai" 2008, interactive 3D bonsai tree simulator
- "Complements" 2005, physics puzzle game

Technical Director, *Rooster Teeth Games*

Austin, TX

9.2017 - Present

- Working on an unannounced project

Lead Engineer, *Certain Affinity*

Austin, TX

7.2014 - 9.2017

- Shipped "DOOM"
- Collaborated with id on DOOM's multiplayer
- Developed hack module, progression and awards systems
- Implemented game modes and game mode UI
- Managed other programmers and assisted with hiring
- Worked on "Mafia III"
- Provided technical support and guidance
- Working on several unannounced projects

Contract Developer, *Sifteo Inc.*

Austin, TX

1.2013 - 10.2013

- Shipped "Wildflower" game development kit & engine
- Created "Squaresville" adventure puzzle game
- Created design document & artwork for original game
- Worked with publisher to meet milestone deliverables
- Built powerful game engine to run minimal hardware
- Hired and managed a musician to write original music
- Developed several other prototype games for Sifteo Cubes

Gameplay Engineer, *LightBox Interactive*

Austin, TX

8.2009 - 8.2012

- Shipped "Starhawk"
- Worked on two major title updates
- Responsible for all weapons and assisted with art/design
- Hooked up various systems to work in multiplayer
- Developed SPU cloth simulation and other special effects
- Worked with artists to implement most of the HUD and UI
- Developed turrets and many other gameplay systems

Gameplay Engineer, Volition

- Worked on "*Red Faction: Guerrilla*"
- Developed weapons and player control system
- Implemented and tweaked vehicles using Havok
- Converted gameplay and animations from 1st to 3rd person
- Worked on small team to develop studio wide UI solution

Champaign, IL

10.2005 - 11.2007

Gameplay Engineer, Midway Games

- Shipped "*Psi-Ops: The Mindgate Conspiracy*"
- Designed weapons system and implemented all weapons
- Developed advanced AI behaviors and combat logic
- Assisted with graphics programming and Xbox port

Chicago, IL

1.2003 - 6.2004

Software Engineer, Hypnotix

- Shipped "*Outlaw Golf*"
- Shipped "*Deer Avenger 4*"
- Worked on "*Outlaw Volleyball*"
- Implemented controls, animation, AI, HUD, and sounds
- Wrote custom pathing system for AI
- Helped design 3rd person combat gameplay
- Developed studio wide particle sim
- Created many particle effects

Little Falls, NJ

2.2001 - 11.2001

10.2002 - 12.2002

Web Developer, Netsmartz

- Created order tracking system for Global Crossing
- Developed ASP pages with SQL and VBScript

Rochester, NY

6.2000 - 12.2000

Software Engineer, PLH

- "*Paracalc*", a heat transfer calculations program
- Developed dynamic web pages and windows apps for clients

West Chester, PA

6.1999 - 8.1999

Videogame Credits

- "*DOOM*" 2016 - PC, PS4, and XB1
- "*Mafia III*" 2016 - PC, PS4, and XB1
- "*Wildflower*" 2013 - PC, Sifteo Cubes
- "*Starhawk*" 2012 - PS4
- "*Red Faction: Guerilla*" 2009 - PC, PS3, and Xbox 360
- "*Psi-Ops - The Mindgate Conspiracy*" 2004 - PC, PS2 and Xbox
- "*Outlaw Volleyball*" 2003 - PS2 and Xbox
- "*Outlaw Golf*" 2002 - PC, Xbox and Gamecube
- "*Deer Avenger 4: The Rednecks Strike Back*" 2001 - PC
- Participated in over 20 game jams

Education**B.S. Computer Science, Rochester Institute of Technology**

- Graduated with a 3.30 GPA and 208 credits
- Focused on CG, AI, Physics, Math, Art, Philosophy

Rochester, NY

9.1997 - 6.2002

Technical Background

- **Code:** C/C++, Javascript, Lua, Python, DirectX, PS3, Xbox 360, Havok, HLSL
- **Tools:** UE4, Visual Studio, ProDg, Code Warrior, GCC, Perforce, Subversion