

Philip J. Ludington

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<http://www.linkedin.com/in/mrphil>

- MrPhilGames.com
- answers.unity3d.com/users/4623/mrphil.html
- github.com/MrPhil
- stackoverflow.com/users/112794/
- gamedev.stackexchange.com/users/12850/

Experience

Software Engineer – IGT

May 2013 - Current

c#, unity3d

Senior Software engineer at Megajackpot Studios, working for Studio 1A, Studio Infinity and Studio Vortex developing Megajackpots, Multi-Level Progressive, WAP and Premium Licensed Content Casino Games using the Ascent Platform, which is a custom version of Unity3D that runs on IGT's proprietary hardware.

Solutions Engineer – Eastport Analytics

April 2009 - May 2013

java, c#, ms-sql, nunit, asp.net, pivotviewer, python, oledb, mdac

Responsibilities included analyst interviews, business analysis, pre-sales, pricing, proposal, system architecture, design and team lead for several applications in different sectors like pharmaceuticals, defense, political media, and IRS Compliance and Enforcement. A variety of technologies were used including C#, ASP.Net, MS Sql Server, and Tableau Server.

Owner – Mr. Phil Games

July 2008 - March 2009

php, c#, asp.net, silverlight, html, css, mysql

Designed and developed computer game portal using a combination of PHP and ASP.NET and technology prototypes in BlitzMax, Playground SDK, PTK, SilverLight and XNA. Continuing to work on casual time.

Senior Developer – Global Education Technologies

June 2007 - June 2008

c#, asp.net, asp.net-mvc

Responsibilities included supervision of other programmer's database change scripts, technical analysis for the CCB (Change Control Board), technical support to the sales team, and prototyping applications of new technologies including SilverLight, and ASP.NET MVP.

Consulting Services Specialist – AT&T Government Solutions

September 2003 - June 2007

c#, asp.net, c++, com+

Responsible for design, enhancement, and code maintenance on several applications for the Assistant Secretary of the Army (ASA) using Microsoft Visual C++, C# and MS-SQL Server 7.0.

Developer – SAP

September 1999 - September 2003

abap, java

Programmer for Defense Logistics Agency (DLA) contract doing design and development on Document Builder (DB) using Java and ABAP.

Analyst – GRC International

June 1997 - September 1999

c++, com+

Primary responsibilities included analysis, design, programming, user training, and code maintenance for U.S. Army Contracts using C++

Operations Planning Manager – University of Maryland Shuttle

June 1993 - June 1997

Supervised system operations and a personnel team comprising of twenty-five drivers and twenty mechanics.

Intern – ARINC Research

July 1992 - February 1993

pascal, c

Accomplishments included streamlining the data pipeline, which required debugging and programming activities in PASCAL and C.

Senior project with the Honors College writing a computer game based on the railroad industry.

Diploma – Mississippi School for Mathematics and Science

1990 - 1991

The Mississippi School for Mathematics and Science (MSMS) is a public residential high school for academically gifted students located in Columbus, MS. It is ranked as one of the best High Schools in America
<http://www.themsms.org/whats-new-at-msms/2014/8/27/msms-named-one-of-americas-best-high-schools>

Projects & Interests

Wheel of Fortune Jackpot Paradise – <http://yogonet.com/international/2014/09/12/igt-to-show-its-wheel-of-fortune-jackpot-paradise-at-g2e>
 unity3d, c#

IGT is bringing the tropics to the tradeshow with Wheel of Fortune Jackpot Paradise. Housed on the performance-driven CrystalCore cabinet, Jackpot Paradise features a touch-screen interface and interactive bonus rounds. The five-reel game introduces a playful symbol set including kiwis, coconuts, beaches, bananas and more. Players will take note of increased player communications and the scale-with-play progressives, in addition to the WAP top award. Unique to this game, the top progressive is awarded from one of the games bonuses, the Jackpot Pick Bonus.

Senior Software Engineer

HBO: Entourage – <http://www.hbo.com/entourage/#/>

unity3d, c#

The official HBO Entourage video slot game and 2015 movie companion.

Software Engineer

Practical Game Design with Unity and Playmaker – <http://www.amazon.com/Practical-Game-Design-Unity-Playmaker/dp/1849698104>

unity3d, playmaker

Leverage the power of Unity 3D and Playmaker to develop a game from scratch. A step-by-step game development tutorial. Create artificial intelligence for a game using Playmaker. Learn how to integrate a game with Kongregate's API and how to quickly develop games in Unity and Playmaker

Technical Reviewer

Washington, DC Area Unity3D Users' Group – <http://www.wauug.com/>

Founder and Organizer

IGDA – <http://www.igda.org/>

Lifetime Member, 2001 - Current

Aerobic respiration and ecology of Escherichia coli in the mouse cecum –

<http://philipludington.com/2011/03/01/aerobic-respiration-and-ecology-of-escherichia-coli-in-the-mouse-cecum/>
 c#, fortran, matlab

J. E. Caughron, S. Doblas, P. J. Ludington, S. A. Jones, J. P. Meador, A. Fabich, I. Jones, R. Cranford, Y. Tesiram, R. Towner, B. A. Roe, and T. Conway. In progress. Aerobic respiration and ecology of Escherichia coli in the mouse cecum.

Programmer

Background

- Senior Software Engineer on Wheel of Fortune Jackpot Paradise using the brand new Unity3D based Ascent software platform and brand new Crystal Core Hardware platform.
- Software Engineer for HBO's Entourage Video Slots 2015 Movie Companion.
- Designed and implemented application tracking ad spending and competitor analytics used by political media companies; currently being used by Congressional and Presidential political candidates.

SPECIAL TRAINING AND CONFERENCES

- Unite, Unity3D, 2014, 2013
- IGDA Leadership Conference, IGDA & Casual Connect, 2014
- Game Developers Conference (GDC), 2014, 2013, 2012, 2004, 2002
- Devscovery 2009, 2007, 2005
- Garage Games, Torque Boot Camp and Indie Games Conference, October 2005