

Dale Weiler

24 William Ave
South Porcupine, ON Canada
Phone: (705) 579-2042
Fax: (705) 268-3951
Linkedin: <https://www.linkedin.com/profile/view?id=143121776>

SUMMARY

- Reliable and motivated to work independently or as part of a team
- Assertive individual able to meet deadlines and handle pressure
- Ability to assess, adapt and respond quickly to situations
- Exemplary knowledge of hardware architectures, assemblers, compilers, linkers and build systems
- Understanding of operating system components including: kernel, drivers, graphic, audio and network stacks

PROFESSIONAL EXPERIENCE

Software Engineer June 2012 – August 2013
WayForward, Valencia, CA USA (Home-based in Timmins, ON Canada) (1 year contract)

- Work on tools with engine directly or integrated with
- Research and development of standard library optimized for game development
- Improved engine runtime performance
- Involvement in development of two titles (Smurfs 2 and Duck Tales: Remastered)

Computer Repair Technician January 2007 – April 2008
Enlighten IT, Huntsville, ON Canada

- Install, repair, maintain and upgrade desktop and notebook computers
- Maintain efficient working environment
- Evaluate and troubleshoot technical issues and computer problems
- Solve customer concerns efficiently and in a courteous manner

EDUCATION

Computer Science,
MIT Open Course Ware - Online 2012-2015

Grade 12 OSSD,
Roland Michener Secondary School - South Porcupine, ON 2009-2012

TECHNICAL SKILLS

- | | | |
|-----------------------|-------------------|--------------------------|
| • x86/x86_64 assembly | • ARMv4+ assembly | • PPC assembly |
| • C/C++ | • Python | • Bash/AWK |
| • Windows | • OSX/iOS | • Linux/BSD/Android |
| • GDB/LLDB/WINDBG | • GLSL/HLSL/ESSL | • ARBfp/ARBvp |
| • GL/WebGL/GLES/D3D | • Linear algebra | • Computational geometry |

PERSONAL PROJECTS

Neothyne

August 2014 – Present

- Lead programmer on new open source game engine.
- Modern deferred rendering with realtime lighting, color grading and ambient occlusion
- Advanced online asset baking (nothing needs to be baked offline.)
- Managing small team of artists and developers.
- UX research and design.

GML

2014 – Present

- Lead programmer on new open source programming language.
- Research and development of type system.
- Design of interpreter and runtime.

LICE

2013 – 2014

- Lead programmer on new public-domain C compiler.
- Research and development of lexer, parser, AST and code generator.

Redroid

2013 – Present

- Lead programmer on open source highly scaleable IRC bot.
- Working with databases and multiple concurrent network connections.
- Research of safety critical code for robustness and stability.
- Implementation of extensible facilities and modular design in general.

GMQCC

2012 – Present

- Lead programmer on new open source QuakeC compiler.
- Research and development of compiler features.
- Working around constraints of QuakeC virtual machine.

Caprice libraries

2011 – Present

- Lead programmer on new open source implementations of C and C++ standard libraries.
- Research of operating system components (system calls, IPC, etc) for libc.
- Implementation of user-space threading primitives and POSIX threading API including cancellation.

VOLUNTEER EXPERIENCE

Compiler Engineer & Consultant

May 2012 – Present

Team Xonotic

- Research and development of GMQCC
- Support and assistance with GMQCC

Software Engineering

2009-2011

Platinum Arts LLC

- Ported software to other build systems
- Developed a vehicle simulation module
- Improved physics simulation