

Christopher Burke

chris@cyberabi.com

Mobile: (425) 246-4119

SUMMARY

Hire me to make your games! Innovative, hands-on director, manager and engineer with a twenty-five year experience base and solid track record developing branded PC, console, mobile, and embedded games and mobile internet solutions.

- 15+ commercial game & entertainment titles shipped, 50% based on licensed IPR
- 40+ commercial software titles shipped
- 13+ years game industry development, outsourcing and project management experience
- 10+ embedded wireless computing devices shipped
- 20+ years telecommunications industry experience as executive, lobbyist, technology strategist, systems architect, conference speaker, project manager, software quality activist, trainer, technical writer, lead, designer, and software / hardware engineer
- 7 years game and tool engineering in C++
- 5 years programming games, tools and device drivers for Microsoft Windows.
- 3 years console game programming.
- 1 year game and tool engineering in C#
- 3 years game and entertainment software design and programming in mobile Java (J2ME)
- 20 years game and real-time design and programming in C and 8-bit, 16-bit, and 32-bit assembler
- 3 U.S. software patents
- BSEE, University of Wisconsin

GAME AND TELECOM INDUSTRY EXPERIENCE

Director of Programming – Redbana US Studio

2008-

Korean developer T3 Entertainment formed the Redbana US Studio to develop new IP for U.S. markets, and to maintain and develop **Hellgate: London** after acquiring rights to the game from Flagship Studios in 2008. The entire L5 Games programming team followed me from L5 Games to Redbana US Studio, where I grew and managed the team, wrote code, and established many of the company's internal processes.

- **Hellgate: London (PC MMO)**. Reverse-engineered, designed / wrote / evaluated code and tools, and managed a development team of nine, through five on-time deliveries of patches and major upgrades to **Hellgate: London** for the Korean market in less than one year. My team accomplished this with no prior knowledge of the game, with very little documentation, and despite missing asset source and a code base of unknown quality. Personal work focused on quest systems, localization, PvP game modes, and tools. Patch 1.5 of **Hellgate: London** goes live in Korea in August, 2009.
- **Mythos (PC MMO)**. Trained the Korean live team for the unreleased title **Mythos** on project build procedures, spreadsheet-based data management, localization, and operation of the game's quest and AI systems. A world preview test of **Mythos** begins July, 2009 for Korean players.

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Director of Programming – L5 Games

2007-2008

L5 Games is the primary U.S. development arm of Gravity Interactive, a leading Korean online game publisher. I retained the entire U.I. Pacific Games engineering team during the transition from U.I. Pacific Games to L5 Games, helped start up the studio, programmed and managed the programming team.

- **Ice Age Online (PC MMO).** Collaboratively developed a prototype “Ice Age” themed children’s MMO game featuring community activities, social hubs and mini-games similar to Club Penguin or Maple Story. Adobe Flash version scheduled for release in December 2009.
- **ROSE Online (PC MMO).** Working from incomplete source code with comments in Korean, rebuilt this game in preparation for U.S. localization and PlaySpan micro-transaction integration. Trained the live team and managed a smooth transition of maintenance responsibility from L5 Games back to Gravity interactive. This game is in production and gaining players.
- **Requiem: Bloodymare (PC MMO).** Evaluated game play and localization of this Gravity title for the parent company, in support of the game’s U.S. release in 2008.
- **Gods and Heroes (PC MMO).** In support of Gravity’s investment in Perpetual Entertainment, evaluated that studio’s staff, assets, game tech and internal practices during its liquidation in 2007.

Lead Engineer – U.I. Pacific Games

2007

U.I. Pacific Games was China Cyber Port’s U.S. development studio. CCP closed the studio in September of 2007 in response to changing business conditions. During studio start-up and operation, I recruited and managed the programming team and established many of the company’s internal processes.

- **Action MMO (PC MMO).** Developed middleware evaluation criteria and evaluated the top-ten MMO middleware software packages. Created a first playable within 90 days of technology selection.

Senior Engineer - Foundation 9 Entertainment, Inc.

2006-2007

Foundation 9 is the largest independent game developer in North America. I joined F9E as a full-time employee working on Nintendo DS projects in April of 2006, after long-term contracting relationship with the company’s Digital Eclipse Software subsidiary (CYBERABI, below).

- **Gauntlet (Nintendo DS).** Designed and implemented 4-player and 8-player multiplayer communication and WiFi / wireless multiplayer game logic. Designed and implemented global data module and engine components including portions of the texture cache, font rendering and spawn collision code, game user interface elements, and transition screens.
- **Mech Assault Phantom War (Nintendo DS).** Rewrote C# tool chain and streaming code for variable-LOD 3D terrain system. Developed sniper camera system.

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Principal Consultant / Owner - CYBERABI

1996-2006

CYBERABI (cy-ber-AH-bee) is a boutique porting and development house for console, mobile, embedded, and specialty video games. CYBERABI also did business in the 1990's as Serotonin Software. As principal consultant I'm responsible for business development, project management, concept-to-design, programming, and outsourcing. Clients included Sony Pictures Mobile, Electronic Arts, Digital Eclipse Software, ImaginEngine, MauiGames, Blue Frog Mobile, and Mobility Entertainment. Here are several of our projects:

- **Street Tycoon (J2ME).** A hip-hop street pimping game developed for Blue Frog Mobile. Featured simulation game play, in-game ads, and a web-based leader board in 64K of code and data. Outsourced art to a team in New Zealand, and music to a composer in The Netherlands. This game, an original IP, was instrumental in securing 2nd round venture funding for Blue Frog Mobile.
- **Spider-Man 2 Pinball (J2ME).** Device-specific optimization of this major IP for Sony-Ericsson cell phones, which at the time had a low-performance Java virtual machine. We determined that the pinball collision physics were the performance bottleneck, and rewrote them using a 2D bitmap as a collision heuristic to meet performance targets.
- **Tiger Woods PGA Tour 2004 (N-GAGE).** As a subcontractor to Digital Eclipse Software, developed a multithreaded audio playback system that cooperated with the N-GAGE cell phone logic. This audio playback system became a reusable technology component in other Digital Eclipse N-GAGE titles.
- **Mortal Kombat (Jakks TV Games).** Ported the entire **Mortal Kombat** arcade game from TI DSP assembly language to 16-bit C, running inside of a joystick for Backbone Entertainment. Implemented two-player multiplayer over an audio cable. Reconstructed multi-plane parallax scrolling backgrounds from several hundred screenshots taken on a MAME emulator, to replace missing art source. The first development team that looked at this project said it was impossible. Not only was it possible, but reviewers found our version of **Mortal Kombat** to have the most arcade-perfect timing and game play of any low-end console version.
- **Blue's Room (Jakks TV Games).** Children's activity game featuring jigsaw puzzles, coloring, matchmaking, and doodling with characters from the Blue's Clues / Blue's Room Nickelodeon IP. This game, like others for Jakks TV Games, was embedded in a joystick running a proprietary CPU roughly equivalent to a GameBoy Advance.
- **Sinistar (Super Nintendo Entertainment System).** As a subcontractor to Digital Eclipse Software, ported **Sinistar** from 6809 assembly language to Super Famicom assembly language as part of the cartridge, **Williams Arcade's Greatest Hits**.
- **GHOST (J2ME).** An original IP from CYBERABI, GHOST is based on a child's spelling and vocabulary game in which players take turns trying to force their opponents to complete words. **GHOST** was distributed internationally through relationships with web portals including Handango in the US and Great Britain, and Jamba! in Germany, Austria and Switzerland.

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Director of API Strategy / (other roles) - Motorola, Inc. 1982-2002

Motorola was, for decades, a global leader in microprocessors, cell phones, set-top boxes, cable modems, and wireless data systems. I joined the company to work on the technologies that eventually became text messaging and the mobile internet, and pursued that goal for two decades through commercialization in major telecom operators around the world.

Initially I focused on hardware, using my Electrical Engineering skills to design logic boards for mission-critical vertical market wireless datacom products used by policemen, firemen, miners, computer service technicians, and utility inspectors. As our products became more software-based, I wrote operating systems, development tools, application software, and SDKs for them. I also helped set policy and lectured on software quality issues and processes as part of Motorola's Six Sigma Quality initiative.

When Motorola acquired Mobile Data International in 1988, I relocated to the Seattle area to recruit and run the software development team for mobile products. Later, I ran the SDK development team and was software architect for RF Modems.

Motorola shut down Seattle-based Mobile R&D in 1997, and I was offered and accepted a director-level position with Motorola Corporate Headquarters, coordinating the company's embrace of Internet standards and Bluetooth into its product lines. After that, a corporate VP recruited me into a Motorola "think tank" that architected the next generation of open systems wireless infrastructure. I traveled extensively as an advisor to the Motorola sales force, presenting our approaches and product concepts to key decision makers at wireless carriers around the globe. I also traveled with representatives of Motorola's internal venture capital organization, assisting with evaluation of companies targeted for acquisition or investment.

In 2002, during a major downsizing, I volunteered for a layoff and used the substantial severance payout for 20 years of service to pursue my passion for developing video games.

- Director, API Strategy, Internet Software and Content Group **2000-2002**
- Director, API Architecture, Digital Experience Group **1998-2000**
- Director, Internet and Application Standards, Motorola Corporation **1997-1998**
- Principal Staff Engineer, Information Products and Services Group **1996-1997**
- Lead Software Architect – CDPD Products, Paging and Wireless Data Group **1994-1996**
- Lead Software Architect – DataTAC Products, Mobile Data Division **1993-1996**
- Technical Liaison to General Magic, Wireless Enterprise Systems **1991-1992**
- Section Manager – Client Application and OS, Mobile Data International **1989-1991**
- Staff Engineer, Radio Data Products Division **1988-1989**
- Engineer II / Engineer I, Data Communication Systems **1982-1988**

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EDUCATION

BS, Electrical Engineering – University of Wisconsin, Madison **1982**

SERVICE AND RECOGNITION (RECENT)

Forum Nokia Champion **2006**

- Membership in the Forum Nokia Champion recognition and reward program is by invitation from Nokia Corporation only. Selection is based upon developers' extensive knowledge of Nokia platforms and related technologies and applications, as well as their level of participation in Forum Nokia, the world's largest dedicated mobile developer community, with more than 2 million members worldwide.

IGDA Production and Management SIG Forum Moderator **2004-Present**

- The mission of the International Game Developer's Association Production SIG is first and foremost to bring the production community together and to share knowledge about the increasingly complex craft of game production. The on-line forum provides IGDA members and non-members with a resource for discussion of project management and team leadership-related topics, connecting developers to foster learning, promoting production specialties, identifying upcoming challenges, and advancing the discipline of game production.

IGDA IP Rights and Games SIG Forum Moderator **2005-Present**

- The International Game Developer's Association IP Rights SIG has been established to raise awareness of legal protection of intellectual property amongst game developers and to reduce any potential negative impact. As user **serotonin** I moderate the on-line discussion forum, which gives IGDA members and non-members access to IGDA member intellectual property lawyers and free-thinkers for discussion of issues in this critical area of software and game management / development.

U.S. Patents

- **5,715,474 (1998)**. "Simultaneous control of radio frequency modem in a multi-tasking system using a single session manager program with separate command queue for each application program."
- **5,406,643 (1995)**. "Method and apparatus for selecting between a plurality of communication paths."
- **5,327,558 (1994)**. "Method for asynchronous application communication."