Christopher Burke

2153 48th Ave, San Francisco, CA 94116
Phone: (415) 802-4659   E-Mail: serotonin@earthlink.net
LinkedIn: www.linkedin.com/in/cyberabi/

Summary

Software/hardware developer and executive with broad and deep experience making mobile apps, embedded software, internet software and commercial video games.

- C / C++ / Java / AS3 / C# / Objective C / assembler / PHP / Python coding for embedded, Web, console, PC, Macintosh, client-server and mobile platforms
- Agile and post-agile process, program management, configuration management, budgeting, and project scheduling
- Scenario analysis and strategic planning
- Negotiation and consensus-building
- Building and supporting virtual communities

- Software engineering for general systems, game logic, AI, and client / server applications, structured and OOP
- Organizational start-up, ramp-up, rightsizing, team selection and staff development
- Public speaking
- Training and technical documentation
- Editorial journalism

Experience

Shipped 40+ commercial software titles through full life-cycle development. Built stellar teams and products in two industries: telecommunications and video games / electronic entertainment.

Company	Role	Industry	Dates
Amazon Lab126	Senior Software Development Manager	Mobile Apps	2014 –
212 DB Corporation	Vice President of Engineering	Media	2013 – 2014
The Playforge	Vice President of Engineering	Mobile Games	2013
Loot Drop	Technical Director / Lead Programmer	Facebook Games	2011 – 2013
Planet Moon Studios	Lead Programmer	Console Games	2009 – 2010
L5 Games	Director of Programming / Lead Programmer	MMORPGs	2007 – 2009
Foundation 9 Entertainment	Senior Programmer	Console Games	2006 – 2007
Cyberabi	Founder / Principal Programmer	Mobile Apps	2002 – 2006
Motorola	Director, API Strategy / API Architecture / Internet and Application Standards; Principal Staff Engineer; Lead Software Architect; Section Manager; other positions of increasing authority from new hire engineer to Corporate Offices	Mobile Devices, Mobile Internet and Telecom	1982 – 2002

Outcomes

Senior Software Development Manager   Amazon Lab126   2014 –
Transitioned three mature mobile productivity apps (Email, Calendar, Contacts) from U.S. based development teams to a cost-effective team in Chennai, India. Repurposed the U.S. based developers to high-potential R&D projects. Delivered seven major application software releases on multiple hardware platforms running Amazon's

proprietary fork of Android. Managed product roadmap and a mixed developer / quality assurance team of twenty-four. Authored four proposals for new cloud computing and embedded application projects.

Vice President of Engineering **212 DB Corporation** 2013 – 2014

Moved Facebook app development from NYC to Santa Clara, CA, prescribing and implementing 50% headcount reduction, lower monthly burn rate, more cross-discipline communication, Agile process facilitated by JIRA, systems-based technical design, "localization-first" UX development, on-time shipment of every subsequent deliverable, increased job satisfaction (production staff, artists and coders thanked me for the discipline!), and better accountability and cycle time for requirements and defect repairs. Delivered two Facebook games (Play Gig-It, and Rock This) both designed to market music virally.

Vice President of Engineering **The Playforge** 2013

Drove development process restructuring for growth and efficiency; drove game engine selection; planned and shipped three iOS products; hired and fired; coached; manager of managers (see Game Industry Roles document)

Technical Director / Lead Programmer **Loot Drop** 2011 – 2013

Built Facebook game engine; implemented Agile process; set up new facility; planned and shipped four products; lead programmer; architect; hired and fired; coached; manager of managers (see Game Industry Roles doc.)

Lead Programmer **Planet Moon Studios** 2009 – 2010

Managed Kinect / Move / Motion+ dance game development, maintaining common architecture and leading study of machine learning algorithms across all platforms. Led team to design and build a data-driven, multiplayer branching story game engine with mini-games and achievements for The Sims 3. Designed EFIGSD + Scandinavian language localization system for Disney Tangled. (see Game Industry Roles document)

Director of Programming / Lead Programmer **UI Pacific / L5 Games / Redbana US** 2007 – 2009

Ran Live / DevOps team for Massively Multiplayer Online Games for PC; managed dev team; developed and shipped bi-weekly and monthly gameplay and content updates (see Game Industry Roles document)

Director of Standards Strategy **Motorola** 1997 – 2002

Got Motorola into Bluetooth SIG. Hosted 42nd IETF meeting. Coordinated Internet and API standards activities across multiple Sectors, promoting standards favorable to Motorola patents. More (see Motorola Roles document)

Education

Bachelor of Science, Electrical Engineering – University of Wisconsin, Madison 1982

Electrical engineering curriculum with extended studies in: applications of computers (programming, control systems, etc.); MBA prerequisites; independent study in Parallel and Distributed Computing.

Amazon Management Training, Post-Baccalaureate 2014-2015

Amazon training in management and engineering skills, including: Security Awareness, Making Great Hiring Decisions, Legal Training for Software Teams, Coaching for Development, Preventing Workplace Harassment

Motorola University, Post-Baccalaureate 1982 - 2002

Motorola training in management and engineering skills, including: Influence, Software Inspections, Internal Controls, Software Reviews, Intellectual Property for Engineers, Introduction to Six-Sigma, Design for Manufacturability, Advanced Diagnostic Tools, Structured Analysis and Design, Programming in C with Style, Digital Signal Processing, Influencing Groups Through Effective Meetings, Interpersonal Skills, Environmental Awareness, Team Building, Standards Development, Cultural Diversity.