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# Andrew Khosravian

Software Engineer

## **Work Experience:**

### **Sony Online Entertainment**

**Austin, TX**

Programmer

(11/2007 - Present)

- **DC Universe Online:** Member of the 'server' team for an in development PS3/PC MMOG. Implemented the lag simulator, parts of the entity system, zoning, integrated a company wide server metrics tool and the foundations of several game systems (later taken over by other teams).

### **Wizards of the Coast (subsidiary of Hasbro, Inc.)**

**Renton, WA**

Intern / Junior Software Developer

(5/2006 - 11/2007)

- **Three Dragon Ante:** This was an internal proof of concept project used to show the MTGO v3 servers could be quickly extended to run another game. I primarily dealt with client side networking issues, and did miscellaneous work in Torque Game Engine. The prototype was well received internally, but ultimately cancelled due to Hasbro not owning the digital rights to WotC's games. I moved on to working on:
- **Magic the Gathering Online (version 3.0):** I was a developer on the server team. I dealt primarily with the C# networking DLL used by the client, and the new account creation server.

## **Technical Skills:**

**Programming Languages:** C++, C#, some experience with C++/CLI, Python, and Lua.

**Platforms:** Windows, Linux.

**Applications:** Visual studio, Perforce, gvim.

**Miscellaneous:** 3D math (trigonometry, geometry, linear algebra, differential equations), agile development (Scrum), XML, TCP/IP.

## **Education:**

**DigiPen Institute of Technology**

**Redmond, WA**

B.S. Real Time Interactive Simulation (Computer Science); Math Minor

(9/2003 - 12/2006)