

Oksana Kubushyna

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SUMMARY

Experience in leading a team of about 20 engineers on an MMO RTS project with emphasis on gameplay systems and architecture, developing engineering milestones, creating technical schedules and interfacing with other departments to meet milestone goals.

Skills C/C++, C#, MFC/WinForms, STL, LUA, PHP/HTML/CSS/Wordpress, lamp, design patterns

Software and Packages MS Visual Studio, NetBeans, Perforce, Git, MS SQL Server, MySQL, JIRA, PC/Xbox

Published Games

- Mytheon
- Universe at War: Earth Assault (*PC, Xbox360*)
- Star Wars: Empire at War - Forces of Corruption
- Star Wars: Empire at War

EMPLOYMENT

Technical Director
Petroglyph Games
10/2011 – present

Currently serving as one of the studio's Technical Directors while maintaining the role of the Lead Engineer on the EoN project.

Lead Engineer
Petroglyph Games
02/2009 – present

Started as a Lead Gameplay Engineer and was later promoted to a Lead Engineer on the “*End of Nations*” MMORTS title. For this project Petroglyph built a new engine using three-tier client-server architecture. Responsibilities included:

- Input on architecture for all gameplay systems (e.g. monikers, action-condition)
- Implementation of a number of gameplay systems (e.g. unit behaviors, aggro)
- Overseeing conversion of legacy technologies to new paradigms (e.g. server authority, XML to DB, persistence-authoritative operations, LUA-based GUI)
- Creating and/or advocating new intra- and cross-department processes necessary due to the increased project scope (e.g. multiple Perforce branches, documentation process, feature request/delivery process)
- Defining technical milestones, creating schedules, managing tasks and priorities for the team of about 20 engineers; working with other departments to meet project goals.

Lead Gameplay Engineer
Petroglyph Games
06/2008 – 02/2009

Worked as a lead engineer on a small strike team to create a gameplay prototype for a “first of its kind” MMORTS game using Petroglyph’s pre-existing proprietary peer-to-peer engine. Based on the prototype the company went on to sign a contract for the “*End of Nation*” MMORTS title currently in development

Game Engineer
Petroglyph Games
2004 – 2008

- *Architected*: achievements/scoring; radar map; surface effects; weather system.
- *Gameplay*: units; effect, ability, behavior and attribute systems; targeting; save/load code, internationalization and localization (IME); input (mouse, keyboard, controller)
- *Graphics*: particle system; 3D primitives: terrain threads (shorelines), tracks, decals, shadow blobs, laser kites, laser beams, lightning)
- *Tools*: Particle Editor; Terrain Editor; Asset Viewer; 3DS Max plug-ins

Research Associate
UNLV
2002- 2004

NASA Virtual GloveBoX (VGX) Project

- Motion detection, object detection, feature extraction algorithms
- Parallel image processing (MMX), 3D Modeling (OpenGL, DirectX)
- Several published papers

Independent DICOM file format, DICOM Medical Image Viewer Implementation

EDUCATION

M.S. Computer Science, *Cum Laude*
Fall 2005 University of Nevada in Las Vegas (UNLV)
Las Vegas, NV