Andre Duvoisin

andreduvoisin.com • andre@andreduvoisin.com • (972) 837-3297

EXPERIENCE

Blizzard Entertainment (C++, Java, Node.js, Swift, Python), *Software Engineer*   2016 – Present
- Contributing to the World of Warcraft website as a full stack using React, Node.js, and Java
- Created, architected, and shipped a GraphQL edge service in Java with Spring that orchestrates data from REST APIs. Contributions include OAuth integration, Jenkins build and AWS deployment pipelines, Docker containerization, caching layers, analytics, and monitoring
- Architected and shipped a publishing pipeline from the Heroes of the Storm and Hearthstone game servers in C++ to distribute player profiles, turn-by-turn game statistics, and end-of-game statistics for consumption by an API using REST, HTTP, RabbitMQ, and Protobuf
- Developed the Battle.net Messenger iOS app in Swift including core UI functionality, XMPP server integration, network connection management, and a localization pipeline
- Ported a C++ SDK to iOS with a Swift interop layer to prototype mobile social feature viability
- Added features to the World of Warcraft and Authenticator iOS apps in Objective-C and Swift
- Shipped two Python web applications to aggregate and transform JSON data for a REST API

Blizzard Entertainment (C++, Qt, IPC), *Software Engineer Intern*   2015
- Created a desktop app demonstrating voice chat feature implementation for SDK consumers
- Built out voice chat features in the Battle.net app from the UI to the low-level social engine

Blizzard Entertainment (C++, Qt, Linux, Python, HTTP), *Software Engineer Intern*   2014
- Iterated upon a data visualization tool analyzing network traffic for the Battle.net downloader

PROJECTS

Composite Engine (C++, OpenGL, JavaScript) git.io/CompositeEngine   2017 – Present
- Creating a game engine in C++ with OpenGL on Windows and Mac with a CMake build system
- Implementing a graphics engine including rendering, texturing, skinning, and animations
- Creating an animation processing tool to import via FBX SDK and export to a custom format
- Integrating Chromium Embedded Framework (CEF) and creating a user interface in JavaScript
- Implementing an event system to marshal events between encapsulated engine systems

Piston Shooty (Rust) git.io/piston_shooty   2017 – Present
- Creating a 2D puzzle game including main menu, gameplay, level editor, audio, and UI

Chambara (C# with Unity3D, Node.js) chambaragame.com   2015 – 2016
- Ported to PS4 and Xbox One including controls, achievements, localization, and accessibility
- Created a build and deploy system with Jenkins to manage a cross-platform game
- Architected a platform for player profiles, matchmaking, and game server management

Polyseum (C++ with Unreal Engine 4) polyseum.com   2014 – 2015
- Implemented core networked multiplayer gameplay features for a first-person shooter including chat, status effects, game flow, spectator mode, reconnecting, and dashing

The Maestros (UDK, HTTP, TCP, Flash) maestrosgame.com   2013 – 2016
- Integrated against a platform API to form a robust lobby and character select system
- Created UI for the main menu and in-game HUD overlays using Scaleform GFx

EDUCATION

B.S. Computer Science (Games), University of Southern California   GPA: 3.85

SKILLS

Game Engines: Unreal Engine 4 (UE4), Unity, Unreal Development Kit (UDK)
Languages: C++, Java, JavaScript, Node.js, Swift, Python, Rust, C#, C, OpenGL
Technologies: iOS, Mobile, GraphQL, OAuth, AWS, Docker, Jenkins, CMake, HTTP, UDP