

Joe Pearce

Senior Software Engineer • Development Director • Technologist



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The most recent version of Joe's resume and an extensive list of professional projects is here:

arciem.com/joe

Joe's LinkedIn Profile is here:

www.linkedin.com/pub/0/15/683

References upon request.

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Skills

- Project Management
- Technical Writing
- C/C++/Objective-C/Java
- Perl/Python/Assembly
- Windows/Mac OS X
- Playstation 2/XBOX
- UNIX/Linux
- Amiga/BeOS
- Games/Game Design
- Networking/GUI
- Physical Simulation
- Cryptography

Experience

Principal & CTO, [Arciem LLC DBA Sciral](#) — 2007–Present

- Programmed Windows version of [Sciral Consistency](#).
- Lead Programmer of [Flying Logic](#).
- Collaborating on other projects under development.

Owner, [The Wyrnkeep Entertainment Co.](#) — 2002–Present

- Publishing [Inherit the Earth: Quest for the Orb](#), an adventure game.
- Publishing [The Labyrinth of Time](#), an adventure game
- Publishing [Retro-Action Paq](#), a collection of four 'old-school' arcade games.
- Consulting with other game companies on current and future projects.

Programmer, [Electronic Arts](#) — 2004

- Implemented a game prototype that was eventually used as the basis for *Lord of the Rings: The Battle for Middle Earth*.
- Optimized algorithms used in the released version of *Lord of the Rings: The Battle for Middle Earth*.

Technical Lead, [Taldren, Inc.](#) — 2002–2004

- Technical Lead on action-adventure game *Black 9*.
- Technical Lead on translation of the U.S. online game *Shadowbane* to the Korean market.

Technical Director, [Brodia](#) — 1998–2001

- Development on and research for the company's e-commerce technology.
- Primary project was a digital wallet that was deployed by a number of financial institutions including MasterCard, Discovery, Citibank and Capital One.

Senior Software Engineer, [PostLinear Entertainment](#) — 1997–1998

- Programmer on massively multiplayer online game called *10^{0six}*.
- Programmer on game *Vigilance*.
- Seconded to PostLinear's sister company Brodia (formerly Transactor Networks) where I worked on e-commerce software (see above).
- In December 1998 I became an employee of Transactor.

CTO, Co-Founder, [The Dreamers Guild](#) — 1991–1997

- One of the founding members of The Dreamers Guild, an interactive multimedia and entertainment company.
- Responsible for overseeing management on all programming teams.

- Directly responsible for management of programmers on a number of projects including *A-Train*, *FiefQuest* and *Online Baseball*.
- Developed products for Windows 95 and 3.1, MS-DOS, Macintosh and the Internet.
- Other duties at times included toolsmith, webmaster, game designer and Assistant Producer.

Contractor, New World Computing — 1991

- Ported the adventure game *The Faery Tale Adventure* from the Amiga to the Sega Genesis.

Contractor, Commodore Business Machines — 1990–1992

- Co-developed tutorial CD-ROM that shipped with Commodore's CDTV multimedia player.
- Co-designed and programmed a number of Amiga operating system programs including the standard installation application, the Color Wheel gadget, and the real-time multimedia library.

Contractor, Microillusions — 1986–1990

- Designed and programmed *Land of Legends*, an Amiga fantasy role-playing game.
- Co-designed and programmed *Discovery 2.0*, an Amiga educational title.

Education

University of California at San Diego — 1986

- Bachelor of Science in Physics with minors in Mathematics and Economics.