

Andrew Kane

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Loot Drop Server Engineer

San Bruno, CA
September 2011 - Present

Developed and maintained PHP & MySQL REST services on a standard LAMP stack for a multi-project backend service. Created system automation scripts in bash & MacPorts. Restructured, tuned, optimized, and maintained a MySQL & caching system. Created sophisticated MySQL queries for data collection.

Riot Games Associate Software Engineer

Culver City, CA / Santa Monica, CA
September 2010 - July 2011

Developer on the PvP.net platform system for the MMO MOBA game *League of Legends*, which won many awards, such as the following:

- GDC Online 2010: Best Online Technology
- GDC Online 2010: Best Online Visual Arts
- GDC Online 2010: Best Online Game Design
- GDC Online 2010: Audience Award
- GDC Online 2010: Best New Online Game
- Golden Joystick 2010: Online Game of the Year
- PC Gamer's 2010 Free-To-Play Game of the Year

Developed new minor features, bug fixes, and adjustments for an extremely high CCU Java J2EE platform service for the *League of Legends* online game. Created MySQL adjustments and scripts for stored procedures and JSON migration. Managed Ant & Maven-based build scripts in a Hudson/Jenkins environment. Maintained Linux system maintenance for in-house test environments. Researched NoSQL solutions for future feature developments.

Rochester Institute of Technology Database Graduate Assistant

Rochester, NY
August 2008 - May 2010

Converted Oracle DBMS labs to a Cloud Computing infrastructure, tutored students in database courses, assisted with Java programming classes, and instructed the Fundamental DBMS Architecture and Implementation labs, primarily for the Oracle DBMS.

Merrill Lynch Technology Analyst Internship

New York City, NY
June, 2008 - August 2008

Designed a database-driven configuration distribution system for maintaining settings for stock regulation systems. Also worked on a PDF encryption system to protect analyst reports in a consortium comprising of such banks as Merrill Lynch, JP Morgan, Citibank, Deutsche Bank, Piper Jaffray, and Goldman Sachs.

Merrill Lynch Technology Analyst Internship

New York City, NY
June 2007 - August 2007

Created a prototype for Research Technology's "NextGen" Office 2007 plug-in, used by analysts to create stock bulletins, as well as began work upon a BlackBerry web application for submitting reports in a timely manner. Also worked on an experimental communication method between Java and C#/.NET utilizing CORBA.

BlueTie Software Engineering Internship

Victor, NY
November 2006 - March 2007

Assisted in development of the company's flagship web software, dealing with the construction and debugging of JavaScript, CSS, and JSON elements.

Warren Rupp Information Technology Internship

Mansfield, OH
June 2006 - August 2006

Diagnosed IT problems and created solutions, participated in a Kaizen event for the development of new manufacturing workspaces, created and designed a web-based management solution, assisted with domestic and international technical support, and created a product testing web interface.

Work Experience

Education

Rochester Institute of Technology

Masters Degree in Information Technology GPA: 3.33

August 2008 – May 2010

Concentrations in Database Administration and Game Design & Development

- *Capstone Dissertation*: Created my capstone project titled "Virtual World Interoperability of Avatar Information". Researched current implementations that attempted avatar transference and technologies that may assist with converting avatar data. Implemented a prototype that allows such transference.
- *Alternate Reality Game Development*: Helped design MySQL database schema, PHP & Drupal backend for the Alternate Reality Game "Picture The Impossible" - a community-wide, collaboration between RIT and the Democrat & Chronicle.
- *Database Performance & Tuning*: Optimized and maintained Oracle 11g installations on enterprise servers with CentOS Linux installations based upon class exercises and realistic corporate traffic records.
- *Database Warehousing*: Remodeled and tuned enormous sets of data into star and dimension-based data warehousing schemas for an Oracle 11g installation in a team of 2 using business intelligence tools.
- *Game World Design*: Assisted with the creation & design of a 2D platforming game with a team of 11 people, using C# and XNA for development, SVN for code storage, and MediaWiki for documentation.
- *Secure Database Systems*: Created an employee-management system on a 4 person team using SCRUM for iterations, Ruby on Rails & MySQL for development, and a SVN repository for sharing & revising code.

Rochester Institute of Technology

Bachelor Degree in Information Technology GPA: 3.37 (PFOS: 3.52)

August 2005 – May 2008

Concentrations in Database Administration and Game Design & Development

- *Foundations of 2D Programming*: Created a 2D game named *Sedohr* in a team of 6 with a SCRUM development cycle using C#, XNA and SVN for code sharing & revising. *Sedohr* featured 4 person multiplayer, particle effects, parallax scrolling, low-gravity physics, and interactive environments.
- *3D Programming Independent Study*: Team of 5 in a SCRUM development cycle, utilizing C#, XNA, and SVN to create a 3D game targeting the PC and XBOX360 systems.
- *Implementing Three-Tier DBMS Applications*: Developed an online store system using XHTML, PHP, and MySQL via the Waterfall development method.
- *Fundamentals of DBMS Architecture & Implementation*: Managed an Oracle 10g installation on a CentOS Linux server. Performed backup, restoration, disaster recovery, and creation of PL/SQL utility scripts.

Skills

Operating Systems:	BSD, GNU/Linux, Mac OS X, UNIX, Windows
Programming Languages:	ActionScript, C, C++, C#, CSS, Java, JavaScript, HTML5, PHP, Python, SQL, XHTML, XML,
Programming Libraries:	BSD Sockets, Code Igniter, Django, GUIChan, jQuery, jQueryMobile, libCURL, OpenGL, OpenAL, .NET, PhoneGap, SDL, SDL_Net, SDL_Image, wxWidgets, XNA
DBMS:	Couchbase/Membase, MongoDB, MySQL, Oracle (10 & 11), PostgreSQL, Redis, SQL Server, SQLite
Development Software:	Dev-C++, Eclipse, Git, KDevelop, SVN, Visual C++, Visual C#

Projects

- Developed additional functionality in C and MySQL for the open source project eAthena, an emulated MMORPG online game server application.
 - Created my own company Kane Technologies, specializing in the creation & hosting of data-driven websites. Provided validated websites using open languages and managed customers.
 - Maintained an online MMORPG game server "qrRO" for over 8 years, by providing application patches, database support, and community management.
 - Developed an online HTML5 canvas drawing application that allows users to create and update their own drawings, synchronize them between different instances, and log all actions to a MySQL database.
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Activities

- Boy Scouts of America - Achieved Eagle Scout rank
- RIT Electronic Gaming Society
 - Executive Board Member for 5 years - Webmaster, Secretary
 - Assisted with the creation, planning, and execution of events, some of which included Electronic Gaming Expos exceeding 250 attendees
- Part of the RIT Team "Chipset" that placed 3rd in the 7th annual RIT Information Security Talent Search Security Competition, that consisted of security an existing infrastructure and attacking others'.
- Assisted the "Penny Arcade Expo" event as an "Enforcer" volunteer during the "PAX East" event in 2010 & 2011, where I assisted with line management, room security, and communication between volunteers.
- Member of a variety of other RIT clubs:
 - Founding Member of the RIT Game Development Club
 - RIT Anime Club
 - Founding Member of the RIT Linux Users Group
 - RIT Students in Free Enterprise / RIT Entrepreneurship Club