

Frederick Parotat

Curriculum Vitæ

Experience

Sky Castle Studios | *Senior Gameplay Engineer* | May 2022 - now

Wildmagic Frontier: PC, Custom Engine, WebGPU, ViteJS, TypeScript

I Implemented several prototypes and the foundational engine and gameplay architecture for the production project. The custom engine is built using TypeScript, targeting WebGPU. It provides browser based tooling for content creation, leveraging ViteJS to provide hot reload functionality and a game-specific binary asset pipeline.

Darewise Entertainment | *Lead Gameplay Programmer* | Mar. 2021 - Apr. 2022

Life Beyond: PC, Unreal Engine 4, C++

As the Lead Gameplay Programmer I managed a team of half a dozen engineers, including Scrum Master duties, inter-departmental communication. I also implemented some of the systems and features in the game.

Mi'pu'mi Games GmbH | *Programmer* | Sep. 2019 - Feb. 2021

The Settlers Online: Browser, Flash, Unity WebGL, C#

With the EOL of Flash we ported the game to Unity WebGL. In my role as tech lead I took care of repository maintenance, build setup, reviews and implementation of several systems.

HITMAN: Google Stadia, Glacier 2, C++, C#

supported IO Interactive by porting core engine systems of the Glacier 2 engine over to Google Stadia.

The Flower Collectors: PC, Unity, C#

I joined late in the project helping release the game. This included bug-fixing, localization integration (and tooling around it), and platform related work for GOG and the Microsoft Store.

EA DICE | *Software Engineer* | Jan. 2018 - Jul. 2019

Battlefield V: PC & Consoles, Frostbite, C++, C#

I joined the AI team part-way through production and worked on systems such as agent awareness and targeting. Since the release of Battlefield V the AI team moved on to rebuild the studio AI solution, implementing recent AI technologies, with me focusing on agent navigation.

Starbreeze AB | *Game Programmer* | Mar. 2017 - Dec. 2017

CrossFire: Cancelled, PC, Valhalla & Unreal Engine 4, C++, JS

The initial prototype was implemented in Starbreeze's In-House Engine 'Valhalla' for which I implement a BehaviourTree runtime with dynamic Blackboards. With an engine switch to Unreal Engine 4 at the start of production I worked on human combat behaviour and general AI systems.

Crytek GmbH | *Game Programmer* | Aug. 2013 - Feb. 2017

Hunt: Showdown: PC, CryEngine, C++

After successfully shipping Robinson I joined the Hunt team to work on player related systems, mainly focusing on the weapon and inventory system.

Robinson: The Journey: PSVR, CryEngine, C++

I joined the team early in its production phase as a generalist game programmer, primarily focusing on AI. I worked on an agent-interest system and our Boid technology and also implemented aspects of pet-like agent behaviour.

CE#: PC, CryEngine, C++, C#

Script layer for CryEngine based on Mono. I was one of the initiators and worked on the runtime and wrapper generation using SWIG.

EXUP|Various Projects: VR focus, PC, CryEngine, C++, C#, C++/CLI

I worked on a C++/CLI layer for CryEngine and several WPF UIs using that layer. I also worked on general application logic and middleware integrations (Steering Wheels, D-BOX seats, Motion Control, MS Speech API, OpenVR)

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Contidata Datensysteme GmbH | *Student Software Developer* | Jan. 2012 – Feb. 2013

MAXXplan: C#, WPF

I worked on the administration application and wrote WPF UI (using the MVVM pattern) and a WCF-based connector to a MSSQL database.

MAXXpanel: C#, WPF, C++

Aside from the C# application logic I also wrote a native (C++) tool using the IO-Warrior SDK to flash Ethernet2DVI adaptors.

Pre-Professional Experience

Ignition-Point Entertainment | *Lead Programmer (side project)* | Aug. 2010 – Jan. 2012

Eternal Silence: PC, Source Engine, C++

I joined this team during live operation and implemented additional game play systems in C++. This included optimization of netcode by overhauling our networked data as well as handling build management (SteamWorks).

Bosch Sensortec GmbH | *Intern* | Sep. 2010 – Mar. 2011

International CRM: Working as part of the Sales team, I was tasked with a technical analysis of business processes and (co-)writing the specification document during the 'Requirement Analysis' phase of the project and technical communication and consultation during the 'System Design' phase.

Education

2011 – 2013	Computer Science <i>Dortmund University of Applied Sciences</i> No degree
2008 – 2011	Computer Science <i>Trier University of Applied Sciences</i> No degree

Contact & Profiles

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