Andrew Hirata

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Profile

Curious coder who enjoys working on interesting problems to help bring beautiful ideas to players. I've been in the game industry for about 8 years (2011-2019) and have worked on everything from tools, client programming, UI programming, server programming, lite amounts of DevOps, infrastructure, and IT out of box setup.

Job History

Computer Programmer: Z2Live/Z2/King/Activision-Blizzard — *2011-2019*

Education

Digipen Institute of Technology, Redmond, WA, USA — Real-time interactive simulation 2011

Programming Languages:

- C (~8 years)
- C++ (~8 years)
- Objective-C (8 years)
- Lua (~ 3 Years)
- Ruby (~6 Years)
  - Used for tools
- Rust (~1 Year)
  - I mostly use this for hobby projects

Tools

- Git
- Perforce (using and light scripting)
- bash
- vim
- macOS
- Linux (Debian/Ubuntu)

Game Titles:

- Paradise Bay (*2017-2019*)
  - "Live" "Engineer",
    - Worked on infrastructure, tools, bugs, optimizations, dev ops, and working to make sure that people are not 'blocked'
- BattleNations (*2013-2015*)
  - Game Play Programmer, UI Programmer, Server programmer
  - Helped port the game to Windows & Android
  - Added features
- ShadowSlayer (*2013*)

- - Game Play Programmer, UI Programmer, Server programmer, Tools
- Metalstorm (*2011-2014*)
  - Game Play Programmer, UI Programmer, Server programmer, Tools
- BattleNations (*2011*)
  - Game Play Programmer, UI programming (UIKit)

Interesting projects:

- Worked on team supporting in Studio C++ and Lua based engine
  - C++ code for core engine features
  - platform specific code (Java / Objective-C / C++/cx)
- Took over supporting support ticket and FAQ proxy Server
  - Sinatra Unicorn server
- Worked with others to increase server CCU(PB 800)
  - Lua and Java
  - Learned how to lua byte code works
- Out of Box update to work with new macOS
- Tools for processing content for Paradise Bay
- Worked with integrating offsite team integrating lua based transaction system
- Ask me about bugs I've found and fixed