

CHAD MCKINNEY

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PROFILE

Versatile programmer with a wide range of development experience including gameplay programming, engine development, audio DSP, user interfaces, networking, web based projects, and compilers. Additional skills include music composition, sound design, and generative creativity.

WORK EXPERIENCE

- 2016–Present **Gameplay Engineer, Cloud Imperium Games**
Star Citizen, Developing and supporting multiplayer gameplay features using CryEngine and C++.
- 2014–2016 **Software Engineer, Zynga (formerly Zindagi Games)**
Elder Scrolls Online, UI engineer on a third party team for the ESO console release. Developed and supported user interfaces designed for game controller input. Lua, XML, and C++.
Crazy Kitchen, mobile games programmer, C# and Unity 3D.
- 2011–2014 **Teaching Assistant, University of Sussex**
Provided teaching assistance and guest lectures for music technology and computer science courses including Computer Music, Generative Creativity, Intro to Programming, Operating Systems, Networking, and Compilers.
- 2007–2011 **Music Teacher, Music for Children**
Taught private and group lessons for piano and guitar.
- 2006–2007 **Music Composer, Infinite Improbability**
Wrote music for various projects including the AAA game title *Hellgate: London*

EDUCATION

- 2011–2016 **PhD, University of Sussex**
Music Informatics
- 2007–2009 **MFA, Mills College**
Electronic Music & Recording Media
- 2001–2007 **BM, University of Oklahoma**
Music Composition

PROGRAMMING LANGUAGES

C/C++, C#, Lua, Java, Haskell, Python, JSON, XML, JavaScript, Unix/Bash

ENGINES, FRAMEWORKS, LIBRARIES, AND APIS

CryEngine, Unity3D, Unreal, WebGL/Web Audio, C++11/14, Qt, LLVM

TOOLS

Perforce, Git, Subversion, CMake, Visual Studio, Pro Tools, Logic

PUBLICATIONS

- 2016, *Sussex* Design, Collaboration, and Embodiment in Networked Music Interfaces for Live Performance
- 2014, *NIME* Quick Live Coding Collaboration In The Web Browser
- 2013, *Bantam* Stout recipe included in the book *Brewing Britain*
- 2013, *NIME* An Interactive 3D Networked Music Space
- 2012, *LIPAM* Visualization of Network Based Multi-User Instruments
- 2012, *LIPAM* Liveness in Network Music Performance
- 2012, *SMC* Yig: The Father of Serpents
- 2012, *ICMC* OSCthulhu: Applying Video Game State Based Synchronization to Network Computer Music
- 2012, *SLEO* Glitch Lich: Evolution of An Intercontinental Laptop Band
- 2009, *Batty* Glitch art contribution to *Glitch: Designing Imperfection*
- 2007, *Mills* Metagaming: Experiments With Art And Games

GUEST LECTURES, HONORS, GRANTS, AND AWARDS

- 2015 Network music guest lecture and performance, Mills College
- 2014 Game audio guest lecture, Ontario Institute of Technology
- 2013 Network music guest lecture, Mills College
- 2013 Network music guest lecture, University of Texas A & M.
- 2011 50th anniversary Research Scholarship, University of Sussex
- 2009 Frog Peak Collective Award, Mills College
- 2008 Graduate Alumnae Scholarship, Mills College
- 2008 Graduate Research Grant, Mills College
- 2006 Undergraduate Research Grant, University of Oklahoma
- 2005 Kirkpatrick Memorial Scholarship, University of Oklahoma

HOBBIES AND INTERESTS

Video Games

Favorite games and series include Grim Fandango, Dark Souls, Hearthstone, Braid, Diablo, Deus Ex, Shadow of the Colossus, Super Metroid, and The Elder Scrolls. First computer was a Commodore 64 and began gaming with games like Ultima and Battletech which has become a life long obsession.

Music Composition and Performance

Written compositions for various bands and ensembles including technical metal, jazz, orchestra, string quartet, solo piano, percussion ensemble, Koto, and more.

Home Brewing Beer

Several years experience including high marks from the Great British Beer Festival and a published imperial stout recipe. Wide range of ales including Pale Ales, IPAs, Brown Ales, Porters, Stouts, and various Belgian styles.