

Paul Bleisch

Sammamish, WA • pbleisch@acm.org

Seasoned developer with 17+ years of game and platform development experience

Successfully dealt with ambiguity to build innovative products and technologies

Delivered as a development manager, lead, and individual contributor

Led development teams with engineering best practices and processes

Experienced in startup and established environments

C/C++, C# and Microsoft .NET experience, and experience with assembly programming for several architectures

Software Architect – Xbox One App Platform

Microsoft Corporation – Redmond, WA – June 2010 to Present

- Drove the overall design and architecture for the application platform for all apps (AAA games to media apps) to meet developer and business needs for a multi-billion dollar platform.
- Managed a team of 11 developers directly and the overall direction for a broader team of approximately 60 people at its peak.
- Areas of direct technical leadership included core application model, multi-tasking model, licensing, application lifetime management, cloud-based game saves, globalization & localization, and application packaging & installation.
- Drove a vision for developer platform convergence between Xbox and other Microsoft platforms (Windows & Windows Phone) whereby developers could best re-use development skills and code across platforms.

Software Architect – XNA Game Studio

Microsoft Corporation – Redmond, WA – February 2006 to June 2010

- Worked with technical, product, and business leaders across groups to ensure XNA Game Studio technologies meet customer and business goals.

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- Responsible for overall architecture of XNA Game Studio and XNA Framework products including device runtime, services, and developer tools across all platforms.
- Led teams that successfully prototyped XNA Game Studio for Zune, Windows Mobile devices, and other future technologies. Worked with business and executive leadership to define project goals and contributed heavily to all areas of XNA Game Studio 3.0 for Zune including graphics, audio, execution environment, and developer tools.
- Key contributor to the early direction and plans of XNA Game Studio products.
- Led the development team that delivered the XNA Framework Content Pipeline, application model, and graphics stack for XNA Game Studio versions 1.0 and 2.0.

Software Development Lead - DirectX

Microsoft Corporation – Redmond, WA – June 2004 to February 2006

- Led a development team of 10 engineers responsible for tools, samples, whitepapers, and software components delivered as the DirectX SDK.
- Defined and managed the development cycle for the DirectX SDK. Successfully increased the release frequency from once every 18 months to bimonthly including new source control, build, and product definition processes.
- Contributed to the tactical and strategic direction of the Games for Windows developer platform.

Software Development Lead – Brute Force 2

Microsoft Corporation – Austin, TX – June 2003 to June 2004

- Led development team and defined the technical vision for Brute Force 2, an unreleased game for the Xbox 360 video game console.
- Oversight of the software architecture for a new code base including state-of-the-art rendering core and production pipeline.
- Designed and developed an application framework for art tools using Microsoft .NET technologies.

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- Designed and developed a visual programming environment that included enforcement of complex performance, syntactic and semantic rules providing instant feedback to users.

Software Development Engineer – Brute Force

Microsoft Corporation – Austin, TX – December 2000 to June 2004

- A senior contributor to Brute Force, a game for the Xbox video game console.
- Developed a production pipeline built on XML and related technologies that improved data interoperability and reduced data errors in the game.
- Designed and developed networked multiplayer support in the latter stages of the product without affecting the release date.

Software Development Engineer – Core Game Tech

Digital Anvil, Inc. – Austin, TX – June 1998 to December 2000

- Developed a rendering framework that supported OpenGL, Direct3D and software rendering. After implementing the initial framework, I evolved the code base through four revisions of Direct3D based on feedback from games using the framework.
- Evaluated performance and fixed bottlenecks in both the framework as well as the client games.
- Managed relationships with various PC graphics hardware vendors which led to membership on the Microsoft Graphics Advisory Board.

Digital Anvil was purchased by Microsoft Corporation in December 2000.

Member of Technical Staff

Chromatic Research – Sunnyvale, CA – June 1997 to April 1998

- Implemented optimized firmware routines for the Mipact GPU as well as the necessary Windows DirectDraw driver dispatch codes for 2D image primitives.
- Researched and implemented driver support for non-local video memory surfaces. After benchmarking the solution, I designed and implemented a software texture cache in the device driver resulting in improved benchmark scores.

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Bachelor of Science

Electrical and Computer Engineering

University of Illinois Urbana-Champaign – Urbana, IL – August 1993 to June 1997

- Student developer at National Center for Supercomputer Applications (NCSA) working on Mosaic 2.x.
- Active member ACM@UIUC where I participated in numerous undergraduate hardware and software projects. Helped organize the annual Reflections | Projections computing conference. Vice-chairman 1996-97.