

# Paul Bleisch

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*20-year veteran of game development and platform leadership*

*Delivered as a development manager and individual contributor*

*Led development teams with engineering best practices and processes*

*Experienced in startup and established environments*

*Successfully shipped systems from the boot vector to cloud services*

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## **Software Architect – Gaming Cloud**

*Microsoft Corporation – Redmond, WA – September 2017 to Present*

- Part of the leadership team developing the vision and executing on Microsoft's gaming cloud ambitions.
- Working with business, product, and technical leaders to evolve a portfolio of existing and new services into a cohesive B2B cloud service offering for game developers.

## **Software Architect – TruePlay Anti-Cheat**

*Microsoft Corporation – Redmond, WA – February 2016 to September 2017*

- Drove the design and developed a novel video game anti-cheat system for Windows 10 PC games that provided device-side process hardening backed by cloud-based detection.
- Worked across business, legal, and technical boundaries to develop a system that met customer needs while minimizing risk to Windows and Microsoft.

## **Software Engineering Manager – Xbox One Platform**

*Microsoft Corporation – Redmond, WA – June 2011 to February 2016*

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- Drove the overall design and architecture for the application platform for all apps (AAA games to media apps) for Xbox One 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) where 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 met customer and business goals.
- Responsible for overall architecture of XNA Game Studio and XNA Framework products including device runtime, services, and developer tools across all platforms.
- 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.
- Contributed to the tactical and strategic direction of the Games for Windows developer platform.

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### **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 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.
- 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. 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**

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

- Implemented optimized firmware routines for the Mpact GPU as well as the necessary Windows DirectDraw driver code for 2D image primitives.
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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.