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# PHILIP MCGARVEY

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## EMPLOYMENT

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### Software Developer Intern, Liquidnet

Summer 2012

Developed desktop app and backend service as part of Liquidnet's block trading system. C#, C++, Python  
Greatly simplified process for retrieving data, saving developer time and preventing bugs

### Web Software Developer, SUNY Brockport

Fall 2011 - Spring 2012

Developed and maintained web applications on [brockport.edu](http://brockport.edu)

### Programmer/Analyst Intern, University of Rochester

Summer 2011

Refactored Biology Department's administrative web application  
Result was a cleaner code base, streamlined workflow and happier staff

### Help Desk Technician, SUNY Brockport

Summer 2010 - Spring 2011

Solved people's technical problems by phone or in person  
Wrote an automation tool used to change antivirus software across campus

## EDUCATION

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### College at Brockport, SUNY

Expected May 2013

BS in Computer Science with Minor in Mathematics; GPA 3.97  
Computer Science Department Award 2011 – "Most Promising Sophomore"

## INDEPENDENT PROJECTS

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**Multiplayer Persistence system for Scourge of War** (2010 – 2012). Desktop app generates game scenarios and battlefield terrain, and records results to website. Allows players to personalize their armies, using player actions in game and on the website to affect future scenarios. C#, F#, ASP.NET MVC 3, MSSQL  
[www.sowmp.com](http://www.sowmp.com)

**ORG – Real time strategy game** (2011). Designed a new game using my Plot & Conquer engine below with the addition of real time multiplayer. C#, DirectX, TCP/IP  
[www.org.philipmcg.com](http://www.org.philipmcg.com)

**Plot & Conquer – Turn based strategy game** (2010). Developed easy-to-use game engine with fully customizable UI, art, and game data. C#, DirectX, Scheme  
[www.pac.philipmcg.com](http://www.pac.philipmcg.com)

**Modding Tools for Scourge of War engine** (2009 – 2012). Created a variety of tools to help modders. Including hierarchical army editor, map validation tool, random map generator, random army generator, and data-aware csv file editor. C#, C++, Python  
[www.sow.philipmcg.com/modtools](http://www.sow.philipmcg.com/modtools)

**Extension to American Conquest game engine** (2009). Added new game mode allowing users to easily create custom scenarios. Also added new gameplay features to ease learning curve. C++  
[www.mastersofthefield.com/dn\\_menu.shtml](http://www.mastersofthefield.com/dn_menu.shtml)

**Desktop software automatic updater** (2009 – 2012). Used in all projects above, my updater simplifies deployment allowing me to iterate rapidly and keep all users in sync. C#, Python

## LANGUAGES AND TECHNOLOGIES

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C#, C++, Python, Java, SQL, Javascript, PHP, Scheme, F#  
Visual Studio, Vim, ASP.NET MVC, WPF, SlimDX, MySQL, MSSQL, Oracle DB