

Danjel Ryden

39 Jalan Kelabu Asap
S (278232)

Mobile phone: +65 9698 7958

Email: dan@dannyboy.se

Motivation

- Solving technical challenges leading to great products.
- Growing my leadership while still broadening my technical skills.
- Aspiring for role overseeing multiple projects at once and working towards CTO role or equivalent.

Specialties

- Server, network and infrastructure engineering
- Deep experience in very diverse range of technologies and environments
- Great people management skills
- Experienced in agile methods
- Quick learner, great adaptability

Technologies (excerpt)

Languages: C++, C#, Java, Assembler (x86 and ARM)
Script: NAnt, Ant, Lua, Python, make, bash, batch, html, php
Web/Frontend: IIS, Win-form, WPF, .Net, ASP.NET, WCF, MVC, Apache/Tomcat
Database: MySQL, MsSQL, Hibernate, Subsonic, Linq, ADO.NET
Source control: Perforce, CVS, SVN
OS: Windows, Linux, Mac OS X, Arduino, GBA, NDS, Xbox, Xbox360, PS2, PS3
IDE: Visual Studio, GCC, GDB, XCode

Employments

Ubisoft, Singapore

June 2010 - Present

Senior programmer

Titles: Ghost Recon Online (PC) / Central Platform team

- Responsible for leading, planning and executing the deployment and distribution of Ubisoft's next gen massive multiplayer online games.
- Building systems that scales in a massively distributed environment and self controls and monitors servers - around the globe, around the clock.
- Driving security implementation and processes of distribution and execution of all server binaries.

Electronic Arts

EA Asia Pacific, Singapore

May 2009 - June 2010

Senior Software engineer

Titles: Fifa Online 2 (PC), Need for speed world online (PC)

- Architected scalable online services for massive multiplayer game.
- Driving effort to optimize and standardize subsystems of the online framework.
- Coordinating engineering efforts between Singapore and Vancouver studios on daily basis.

EA Shanghai

Dec 2007 - Apr 2009

Technical director

Titles: Unannounced online multiplayer RPG (PC/Linux)

- Led, motivated and educated the programming team.
- Worked closely with producers, lead designers and artists.
- Introduced agile methods to entire development team.

Danjel Ryden

39 Jalan Kelabu Asap
S (278232)

Mobile phone: +65 9698 7958

Email: dan@dannyboy.se

Dice, Stockholm

Aug 2004 - Dec 2007

Development director/software engineer

Titles: Mirror's Edge (PS3/X360/PC), Battlefield 2: Modern Combat (PS2/Xbox/ X360)

- Scheduled, mitigated risks and tracked features to meet milestones.
- Worked closely with technical director and art leads on implementations.
- Recruited and built the engineering team from start.
- Proactively planned and organized the project and the programming team.
- Introduced agile methods to the team and entire studio.
- Worked on game play systems, tools and infrastructural components.
- Led the engineering effort for the multiplayer component.

Older employment history

GlobalFun, Karlskrona/Stockholm

Technical Director

Feb 2004 - Aug 2004

Elektron ESI, Gothenburg

Software engineer

Apr 2003 - Feb 2004

Game Design Sweden/Netbabyworld AB, Stockholm

Software engineer

May 2000 - Feb 2003

ADtranz Signal, Stockholm

Software engineer

Jun 1998 - May 2000

Side projects

- **2010 Arduino powered alarm clock**
Construction, electrical engineering and programming of custom made mp3 enabled alarm clock.
- **2004 Levi's Mobile Audio Mixer (MAX)**
Development of a ring-tone sequencer for mobile phones with online storing and sharing. Was nominated for best digital ad-campaign of 2004 in the UK.
- **2004 Trickshot Pocket**
Programmed, arted, designed and distributed a Java game for mobile phones.
- **2003 Moonbase One**
Programmed, designed and distributed a Java game for mobile phones.
- **2003-2006 HyperIsland (Tertiary level school), Karlskrona**
Lecturing about development of games and giving insight in the games industry.
- **2002 F.R.A.S, Gameboy Advance**
Development of sound engine for Gameboy Advance used in several titles.

Education

1996-1998 Sundsta/Älvkulle-gymnasiet (upper secondary school), Karlstad

Special computer/technical education. Courses in Pascal, C/C++ and system design among others. My special project was to develop a C application for Soundblaster16 on Dos/PC.

Extra

- Writes and speaks both English and Swedish fluently.
- Drivers license.
- Marathon finisher