

# Blair Leggett

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## PROFILE

Broad-minded, generalist, software engineer with 10+ years of experience in game & educational software development, and shipped 5 multi-platform titles. Primary background is as a toolsmith programmer. Proven record of deconstructing complicated work-processes, and then utilizing this analysis to rapidly build intuitive tools usable by non-technical team-members with little or no training.

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## TECHNICAL HIGHLIGHTS

Languages: Actionscript, ASP.NET, BASH, C#, C++, Flash, Java, Lua, UNIX, Win32, XML

Consoles: Gamecube, PC, PS2, PS3, XBOX, XBOX360

Applications: DevTrack, Flash, Illustrator, Microangelo, MindManager, Office, OmniPage, Perforce, Photoshop, Premier, ProDG, Project, Sharepoint, Soundbooth, Toad, Visio, Visual Source Safe, Visual Studio 2002 – 2005.

Databases: Access, mySQL, Oracle, SQL Server

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## CAREER HISTORY

### ELECTRONIC ARTS CANADA Software Engineer

2001 – 2009

#### SKATE2 (XBOX360 & PS3)

Nov. 2007 – Feb. 2009

- Data Driven Progression System
  - Single handedly built a data system and GUI tool that defined the scripted gameplay flow of the sandbox world of Skate2.
  - Designers could completely rewrite, deploy and test and game worlds (and DLC) without any engineer oversight.

#### SKATE (XBOX360 & PS3)

Nov. 2005 – Sept. 2007

- Challenge Gameplay Developer
  - Responsible for programming most of the gameplay challenge types: Jam, Best Trick, Own the Spot, X-Games & Hall of Meat.
- Component Tool Development
  - Graphing C# Component
    - Tool used for physics developers to specify non-linear behavior.
  - Pipeline Data Browser
    - Tool used to by designers to specify artist defined points and cubes for scripted events.

- Action Graph Tool Developer
  - GUI based tool for reading and manipulating XML files for skater motion behavior logic.

Marvel Nemesis (XBOX, PS2 & Gamecube) Jan. 2005 – Aug. 2005

- Memory Card System
  - Most solid memory card system alpha seen by EA Canada QA.
- Front-End Development
  - Built a dynamic diagonally-styled dialog box system in Flash and C++.

FIFA 2005 & TCM 2005 (PC, PS2, Gamecube & XBOX) Feb. 2004 – Sept. 2004

- Football Fusion
  - Achieved a seamless data integration between three distinct game-teams.
- Front-End Development
  - Worked with Flash and C++ for several in-game screens.
- Smoke Testing Web-System
  - Built a server system that would test each of the 500 in-game teams and look for fatal or missing texture errors.

SSX3 (PS2, Gamecube & XBOX) Dec. 2002 – Sept. 2003

- World-Wide Intranet Localization Tool
  - Over 6 months, single-handedly built a web deployed localization system.
  - 8 EA games were localized using this tool from 2003 – 2005.

EA BIG Team Support Oct. 2001 – Dec. 2002

- Intranet Web Development
- Intranet Dailies Tool System
- Living Document System Prototype
  - Nominated as Most Valuable Player from the largest development team at Electronic Arts.

**CANCoach Systems** **1998 – 2000**  
**Software Engineer / Lead Designer**

OnSite Learning & Sport

- Built powerful multimedia education and team management tools for a start-up company in Visual Basic, C++, C and Flash/Director.

## EDUCATION

2001 **Bachelor of Applied Sciences, Computing Science with Co-Op Experience**  
 Simon Fraser University

1996 **Bachelor of Arts, English Literature with Philosophy and Political Theory**  
 Simon Fraser University