Katelyn Gadd

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Employment History

Squared Interactive

Sole Proprietor   **Sep 2008 – Present**
- Creator of the **JSIL** [*http://jsil.org/*] .NET to JavaScript cross-compiler.
- Graphics/Engine Programmer on **Grim Fandango Remastered** (PS4, PS Vita, PC).
- Programmer/Designer on **Escape Goat 2** [*http://www.magicaltimebean.com/escape-goat-2/*].
- Engine Programmer on multiple independent PS Vita titles.
- Contract HTML5 ports & original development for multiple clients.

Google   **Apr 2015 – May 2016**
Software Engineer
- Major contributor to the WebAssembly specification and development processes.

Mozilla Corporation   **Jan 2011 – Oct 2011**
Software Engineer
- Developed memory and performance analysis tools.
- Contributed to specification designs and implementations as part of the Web API group.

IMVU   **Mar 2010 – Nov 2010**
Software Engineer
- Ported IMVU's scene loading and rendering pipeline to Unity.
- Ported the Windows IMVU client software to Mac OS X.
- Created and maintained continuous integration systems and build tools.

ArenaNet

Associate Producer   **Oct 2009 – Mar 2010**
- Coordinated tools development, audio and design efforts with design leads & other producers.
- Drove design processes for critical tools and game systems.

IMVU   **Jun 2007 – Jun 2009**
Software Engineer
- Built components of the IMVU Client's 3D renderer and UI in C++, ActionScript, and Python.
- Lead the integration of ActionScript into the IMVU Client's user interface.
- Built, optimized and debugged complex asynchronous systems.
- Created and refined testing/build tools for continuous integration in PHP/JavaScript/Python.

ArenaNet

Engine/Tools Programmer   **Dec 2006 – Jun 2007**
Game Designer   **Dec 2005 – Dec 2006**
- Shipped **Guild Wars: Factions** and **Guild Wars: Nightfall**, expansions for the original Guild Wars.
- Responsible for designing and scripting quests, missions, towns, cinematics and over-world areas.
- Created an integrated tools pipeline for the entire design department including game script editors, a cinematics authoring environment, and project search/auditing tools.