

# Anthony Barranco

(347) 840-1332 • Anthony@anthonybarranco.com • <http://anthonybarranco.com>  
1410-108 Rue Pauline Julien Montreal, QC H2J4G5 • 13 Wildflower Circle, Gouldsboro PA 18424

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## SKILLS

**Proficient:** C++, C#, .NET 4.5 & WPF, Unreal Engine, Rage, Anvil, Unity, Javascript, Python, Perforce

**Familiar || Exposed:** Go, Java, Python, Redis, Lua, 3ds Maxscript, Assembly, HTML, CSS, VBScript, TypeScript

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## Senior Network Programmer

*Ubisoft – Montreal, QC*

(November 2017 - Present)

- **Unannounced AAA game** | Multiplatform including mobile | Unity Engine C#/Assembly
  - Designed & implemented multiplayer gameplay that uses a semi-deterministic simulation with prediction and rollback made specifically for online, fast-paced, competitive action.
  - Latency compensation in gameplay and server-authoritative architecture for anti-cheat.
  - Supported cross platform gameplay including mobile devices with Unity ECS DOTS.
  - Always monitoring & improving code performance across a wide-device range using extensive profiling and smoke testing, as well as inventing ways to continually track the information during production.
  - Architecting new & improving existing engine tech and tooling to speed up production and prepare for a long and healthy Games As a Service life post-launch.
- **ForHonor** | PlayStation 4, Xbox One, PC | Anvil Engine C++
  - Shipped sizable new content such as an expansion pack and quality of life features post-launch.
  - Designed & implemented a replay camera system, multi-threaded remote logging, and live beta environments.
  - Improved game client flows such as friend/group management, user-generated content, voice chat, and more.
  - Improved back end services such as player ranking, matchmaking, and leaderboards.
  - Managed console TRCs & SDK upgrades post-launch.
  - Debugging across 3 platforms with servers running on Amazon Gamelift with Linux
  - Hunted cheaters in the community and helped create methods of identifying and tracking them.
- **Unannounced AAA game** | Multiplatform | Snowdrop Engine
  - Designed & implemented multi-threaded remote logging, integrated matchmaking and remote logging services.

## Tools Programmer

*Rockstar Games – San Diego, California*

(April 2015 – November 2017)

- **Red Dead Redemption 2** | PlayStation 4, Xbox One, PC | RAGE Engine C++ / C#
  - Designed, developed, & tested company-wide and cross-project tools for build management and deployment, art, and design with and without GUIs, some also using database back-ends.
  - Developed & maintained automation and related web services for builds, art, gameplay data for terrain, weapons, and more.
  - Maintained & improved a pipeline that baked data for terrain and collisions for real time gameplay use by speeding up processing, reducing memory footprint, and overall useability for DLC content.

## Network Programmer Intern

*Ubisoft – Online Team, Montreal, QC*

(January – August 2014)

- **Far Cry 5** | Playstation 3, Xbox 360, PC | Dunia Engine C++ / C#
  - Assisted in designing core network systems, including gameplay and backend services such as matchmaking.
  - Designed, developed, & implemented a support tool for netops such as real time monitoring of servers.

## Application Developer Intern

*Ipreo – Network Operations Center, New York, NY*

(June – August 2013)

- Designed, developed, & implemented tools to streamline technology maintenance procedures.
  - Improved 10 minute support processes to a 4 second run time executable.
  - Used C# .NET 4.0 & VBScript to interface with SQL, Windows Server 2003, & Microsoft Operations Manager.
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**EDUCATION:** Marist College - Poughkeepsie, NY - Bachelor of Computer Science - Graduated January 2015