

DYLAN MAXWELL REILLY
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For additional information, see <http://atariland.net> .

ACHIEVEMENTS AND PUBLICATIONS

Patent: *Biomarker quantization*, pending, HistoRx, Inc.

Patent: *Automatic exposure time selection for imaging tissue*, July 2011, HistoRx, Inc.

Patent: *Smart card data transaction system and methods for providing high levels of storage and transmission security*, May 2008, IBM.

WORK EXPERIENCE

Lead Video Game Developer: Venan Entertainment (Jan 2008 – present)

Lead and library developer for a large number of titles primarily for the Apple iOS platform. Lead small (2 – 5) teams of developers through rapid development cycles (4 – 6 months). Work closely with designers and artists to usher games from concept to released product. Recent games focusing on free-to-play concepts and leveraging high availability web application servers.

Achievements: iOS lead developer of: *RoadTrippin'* (EA Mobile), *NBA Elite 11* (EA Mobile), *Sonic at the Olympic Winter Games* (SEGA USA), and *Monopoly: Here and Now* (EA mobile). Cross-platform library developer for: *Book of Heroes* (Venan), *Ninjatown Trees of Doom* (Venan), *Space Miner Blast* (Venan), and *Space Miner Blast* (Venan).

Key Technologies: iOS, C++, C, Objective-C, OpenGL/ES, GLSL shaders, 3D graphics, 3D animation, MySQL, Java.

Bioinformatics Developer: HistoRx (Aug 2005 – Dec 2007)

Engineer, design, architect, and implement a graphical application suite to automate tissue/cell analysis. Integrated third party fluorescence microscopy hardware with custom software. Massive tissue micro array (TMA) and whole tissue section (WTS) data sets collected and analyzed in a “one-click” process using cell morphology and bio-marker quantization.

Responsibilities: Advance technology development up through FDA medical device certification. Develop and implement new analysis algorithms. Design and implement hardware to software interface and GUI's. Manipulate and analyze high precision images.

Key Technologies: Fluorescence microscopy, biological imaging, .NET, C#, Windows GUI.

Internet Developer: IBM Global Services (July 2000 – Aug 2005)

As a member of Global Services, was contracted to various projects both within and without IBM. Team sizes and responsibilities varied from very small (1-2) and local to medium (10-15) and global. Common thread for all projects was atomization, webification, and cost savings. Largest project effected a global, enterprise-level infrastructure with billions of dollars of cost savings.

Key technologies: Java (J2EE), Java applets, WebSphere, DB2, EJB, Perl, JSP, XML, Java SmartCards, JCOB, WebSphere 5, EAD4J, Struts/Tiles, Apache, Tomcat, AIX, Linux.

EDUCATION

Western Connecticut State University - Masters in Mathematics. March 2006.
Wesleyan University, Middletown, CT - Bachelor in Physics. May 2000.