

Peter Knepley

Multiplayer programmer with amazing debugging skills and the ability to wear many hats while firefighting on a live service product.

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EXPERIENCE

Epic Games, Cary, NC — *Principal Programmer*

June 2009 - PRESENT

One of the original 12 developers on Fortnite Battle Royale. Central figure for engineering and design from prototype to release to ongoing service.

Rapid prototyped multiplayer features in blueprints and C++, then optimized and bug fixed to reach production quality for millions of players. Firefighting generalist many days out of the week.

Able to switch gears quickly for investigating bugs in gameplay systems and engine systems. Worked closely with the audio team, animation team, and networking team to integrate new features and optimize engine system usage in Fortnite.

Owned the integration of many 3rd Party SDKs such as NVIDIA Reflex, NVIDIA ShadowPlay, Razer Chroma, Logitech LED, Corsair RGB, Vivox Voice Chat and Discord Rich Presence.

Also worked on Unreal Tournament 2014 (PC/Mac), Paragon, Gears of War Judgment, Gears of War 3 and Gears of War 2 DLC.

3D Realms, Garland, TX — *Multiplayer Engineer*

April 2007 - May 2009

Duke Nukem 3D on Xbox 360's Live Arcade and Duke Nukem Forever.

Microsoft, Redmond, WA — *Software Development Engineer*

2005 - 2007

User Experience team for IE7

EDUCATION

University of Michigan, Ann Arbor, MI — *B.S.E. Computer Science Engineering*

2001 - 2005

Calculus 1-4, Computer Organization, Data Structures, Signals and Systems, Linear Algebra, Databases, Operating Systems and Algorithms

SKILLS

UE4 multiplayer programming including games that require over 100 players.

Debugging hard to find issues like network races, game exploits, memory stomps and cross platform differences. Both before ship and in the live game.

Console experience with PS5, PS4, XBOX Series X, XBOX One, XBOX 360, Switch.

Mobile experience on IOS and Android.

Great communication skills with other programmers as well as art, design, audio, and production.

LANGUAGES

C++ is my primary language. Python, Java, Javascript, SQL, Swift, and Objective C used recreationally or when needed for a small job.

HOBBIES

Making music mostly on guitar, piano, bass, and drums.