

Daniel F. Stanfill

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Qualification Summary

- Game industry veteran with strategic vision and an eye for quality.
- Solid manager and experienced team leader, with proven ability to manage budgets and schedules, and evaluate team progress.
- Significant programming experience on important platforms (PC, XBox, Playstation, Nintendo, PSP, iPhone, Java, and more).
- Excellent spoken and written Japanese.

Professional Experience

1999 - Present **Pinniped Software, Manhattan Beach, California**

Owner and Developer

- Provide development and consulting services primarily to the video game industry. Handle all contracts, subcontracts, budgeting, scheduling, and the majority of the actual development.
- Provided expert witness services for a recent high profile game industry lawsuit.
- Some of the games worked on by Pinniped Software include: Dirty Drivin' (Arcade), MX vs ATV Reflex (OnLive port), FEAR 2 (OnLive port), WALL-E (PSP port), Starcraft Ghost (XB, PS2), Metal Arms (XB, PS2, GCN), Empires: Dawn of the Modern World (PC), Warhammer Dawn of War (PC), 25 to Life (PS2, PC), Masters of the Universe (GCN), Star Wars the Clone Wars (GCN), Defender (PS2), Charlie's Angels Angel X (PS2 to PC port), Petz 5 (PC), Star Trek: Deep Space Nine Dominion Wars (PC), Interstate '82 (PC).

2006 - 2009 **Clairvoyant Systems, Inc., Long Beach, California**

Vice President of Product Development

- Clairvoyant Systems was a small startup company devoted to the visualization of real world events using cutting edge computer technology. Our initial product used live telemetry from race cars to drive a game engine on a PC, allowing a race to be viewed in real time from any user-controlled view. It was successfully implemented and demonstrated in three major motorsports: Formula 1, NASCAR, and IndyCar.
- Managed all development activities, from initial product specification through working prototypes and product demos.
- Planned and budgeted future product development activities with a projected budget of \$8 - \$16 Million annually covering three motorsport properties and multiple product lines.
- Hired and managed the core team team of 10 developers (1 producer, 5 artists, 4 programmers).

1994 - 1999 **Activision, Inc., Santa Monica, California**

1997 - 1999

Director of Technology

- Managed department of 20 employees supporting central technology development and production.
- Managed key technology relationships (e.g., Intel, Microsoft, 3D chip makers).
- Provided technology resources, expertise and evaluations for production.

1996 - 1997

Lead Programmer, Interstate '76

Managed team of nine programmers, implemented vehicle physics and more.

1994 - 1995

Senior Programmer, Mechwarrior 2

Principal programmer of tiger team to ship Mechwarrior 2. Responsible for the 3D graphics, collision detection, physics, memory management, and more.

1983 – 1994 Jet Propulsion Laboratory, Pasadena, California

1988 - 1994 Technical Group Leader, Visualization and Earth Science Applications Group

Technical management, research, and implementation of interactive and high quality 3D graphics applications, especially large scale terrain rendering.

1983 – 1988 Member of Technical Staff, Multimission Image Processing Lab

Lead developer for system level and interactive display software. Also implemented wide variety of software from low level image i/o to various image processing algorithms.

Education and Training

Harvey Mudd College, Claremont, California

B.S. Engineering, 1983. Emphasis in electronics and computer science.

Waseda University, Tokyo, Japan

International division, 1981-1982. Completed highest level of Japanese language offered. Took courses in both English and Japanese on Japanese culture.

Papers and Other Published Works

- D. F. Stanfill, "Using Image Pyramids for the Visualization of Large Terrain Data Sets," *International Journal of Imaging Systems and Technology*, Vol. 3, 157-166 (1991).
- R. G. Blom, L. A. Bergman, R. E. Crippen, E. G. Frost, K. J. Hussey, P. M. Lyster, D. A. Okaya, D. F. Stanfill, "Interactive Regional-Scale Geological Data Exploration and Analysis Across a Gigabit Computing Network: A Part of the CASA Gigabit Network Testbed," *Proceedings of the Ninth Thematic Conference on Geologic Remote Sensing*, Pasadena California, USA, February 8-11, 1993.
- IMAX Film Corporation, "Blue Planet." Wrote the software for a 90 second computer generated flight up the San Andreas fault, and for a simulated earthquake in San Francisco.
- IMAX Film Corporation, "Destiny in Space." Wrote terrain rendering and flight path generation software used for flights over Venus and Mars.
- Jet Propulsion Laboratory and Monterey Bay Research Institute, "Monterey: The Bay." Wrote software and directed team in producing a 3D animation of the Monterey Bay environment.

Professional Memberships

IEEE Computer society and ACM SIGGRAPH.