

## Demetrius Comes

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PDF: [Resume](#)

**Summary** An information technology professional with over twenty years experience, with strong strategic vision yet tactical enough to lead implementation teams when needed. Strong background in studio management, technical team leadership, architecture design, programming, network operations, database design and full life cycle product oriented development.

**Professional Skills** **Management:** Executive level leadership, with tactical capabilities has consistently been responsible for technical direction, architecture, budgets, yearly reviews, personnel development, and daily departmental priorities and problems.

**Programming:** C, C++ (Windows, Solaris, and Linux), Network Programming (TCP, UDP), Open GL/Direct X, SQL, UNIX/LINUX shell scripting, python, Java, and J2EE

**Database Design / Administration:** Oracle 7-11, SQL Server, and a variety of open source databases (mysql, postgres, berkely db) on Linux and Windows.

**System Administration:** Solaris, Windows, and Linux.

**Professional Experience** **6/2015 – Present Go Daddy Gilbert AZ**

[www.godaddy.com](http://www.godaddy.com)

VP of Software - Hosting (9/2015 - Present)

Director of Core Hosting (6/2015- 9/2015)

Company responsibilities include:

Responsible for 60+ developer team supporting > 500 Million in revenue

Manage Department budget

Executive manage the production process for all products

Own and execute technological road map for all products in development

Own technological and feature road map for all digital publishing services

Manage the managers all products in the GoDaddy hosting line.

**8/2013 – 6/2015 E-LineMedia Tempe AZ 85206**

[www.elinemediamedia.com](http://www.elinemediamedia.com)

General Manager / Studio Technical Director (3/2014-6/2015)

Studio Technical Director (8/2013-3/2014)

Company responsibilities include:

Run the day to day operations

Manage Studio budget

Executive manage the production process for all products

Own and execute technological road map for all products in development

Own technological and feature road map for all digital publishing services

Manage relationships with external vendors

Manage relationships with stake holders

**Products:** Gamestar Mechanic, Gamestar mechanic Jr, Jordan Our City, series of Educational research products under the Quest 2 Teach and ARX Franchise.

**8/2012 – 8/2013, a WB Company Needham MA 02494**

[www.turbine.com](http://www.turbine.com)

Executive Director of Engineering

Company responsibilities include:

Own and execute technological road map for all products in development.

Own all engineering management related decisions.

Work closely production leaders to ensure that all engineering live plans, expansion packs, and new product plans are delivered on-time, on-budget, and exceed quality targets for our portfolio of titles.

Handles hiring, reviews, and other personnel management responsibilities.

Manages relationships with technology partners.

**Products:** D&D Online, LOTRO, Infinite Crisis, Ashron's Call

**2/2009 – 8/2012 Petroglyph Games, LLC Las Vegas, NV 89131**

[www.petroglyphgames.com/](http://www.petroglyphgames.com/)

Director of Technology

Company responsibilities include defining core technologies, technology direction, budgeting, and network operations for online products and services.

Architect and lead implementation team to develop a cross product set of libraries for user authentication, communication security, and client security (hack detection).

Currently project serving responsibilities: Technical director for End Of Nations (an MMO RTS)

Wrote the publishing platform Rise of Immortals uses, including Petroglyph account user authentication, Entitlement System, Authentication key generation, and customer service tools.

Product ships: Xbox Arcade Panzer General: Allied Assault, Guardians of Graxia, Mytheon (Action RPG MMO sold to publisher prior to ship), Rise of Immortals (MOBA)

**5/2007 – 2/2009 Cheyenne Mountain Entertainment, Mesa, AZ [www.cheyenneme.com/](http://www.cheyenneme.com/)**

Vice President of Technology (6/2008 – 2/2009)

Director of Technology Stargate Worlds (5/2007-2/2009)

Lead Client Programmer Stargate Worlds (5/2007-6/2008)

Responsible for defining the core technologies, technology direction, manage MIS and network operations for all four Cheyenne Mountain Entertainment's game studios as well as FireSky a publishing company. Direct oversight over all technology decisions spanning game engines, game architecture, infrastructure, server monitoring, etc.

Day to day management of the Stargate Worlds MMO engineering team (19 engineers at peak), serving as chief architect and an implementer on the project.

Day to day management of the infrastructure team (both desktop support and network operations) serving as the final approval for purchasing and network architecture decisions.

Architect and lead implementation team to develop a cross platform, cross product set of libraries for user authentication, communication security, client security (hack detection), and CD Keys.

Products shipped: Stargate: Resistance

**3/2003 – 5/2007 Incredible Technologies, Arlington Heights, Illinois [www.itsgames.com](http://www.itsgames.com)**

Director of Technology

Responsible for managing the Online, Web, Graphics, and the MIS departments. Including budgets, purchase approval, day to day priorities, developing personal development plans for each employee, yearly reviews, technical leadership, mentoring, lowering cost of total cost of ownership for legacy systems, etc.

**Products Shipped:** Golden Tee Live! (2005 and 2007), Golden Tee Fore! 2005, Sliver strike bowling, Sliver strike bowling Player's Club (Online version), Target Toss Pro: Bags

**Company Awards:**

2003 Rookie of the year \*peer vote

2004 Outstanding achievement \*peer vote

2005 Outstanding achievement \*peer vote

2006 MVP \*peer vote

2006 Presidents Choice award

**4/2001 – 3/2003 Westwood Studios / Electronic Arts, Las Vegas, Nevada**

Senior Engineer III

Team Lead, Senior Engineer, development DBA and production DBA (Westwood Online) making heavy use of Oracle, C++ (Windows and Linux), TCP, UDP, J2EE, Windows and Posix threads.

**Products Shipped:** Earth and Beyond (MMORPG), Command and Conquer Renegade (FPS), Yuri's Revenge (RTS), Emperor (RTS), Westwood Online.

**2001 Veriprise Wireless Corp, Atlanta, Georgia**

Senior Solutions Architect with responsibilities including leading a team of 3 developers to implement client side libraries having a cross device architecture for the Palm OS 3.5-4.0 (Palm V and Palm VIIx), Black Berry 2.0 (Rim 850 and 950's), and Windows CE on Pocket PC. Development of 'over the air' protocols for use with the Veriprise Wireless Platform. General mentoring for C++, Java, OO Design, and network Security Analysis.

**2000 - 2001 Internet Security Systems, Atlanta, Georgia**

Senior Software Engineer, responsible for architecture design and implementation of security analysis and intrusion detection software, as well as design and implementation of cross platform libraries (Windows NT, 2000, Solaris, Linux and HP-UX), using C++ and Java.

**1999 - 2000 New Boston Systems, Cleveland, Ohio**

Web development using Java technologies and IBM's Websphere for internal customers to document, track, check status, and usage information on servers (NT and UNIX).

DBA for an enterprise wide data warehouse using Oracle 8I as well as numerous other data marts and e-business related databases, Y2K Lab setup, maintenance and trouble-shooting.

**1997 - 1999 Bellsouth Corp., Atlanta, Georgia**

Two tier client server development with Windows NT 4.0 client developed with Visual C++ using MFC 5.0, server side running Solaris OS and HP-UX running Sybase 11 and Oracle 7.3 – 8.0. Intranet development using server side JDBC, Java applets, and Servlets. Solaris and HP-UX system administration.

**1993 - 1997 GOJO Industries Inc., Cuyahoga Falls, Ohio**

Wrote GOJO Derm Lab Software, using C, C++, Paradox, MFC 4.0, UNIX, and Oracle. The software was written to control, collect database, and analyze data from bio-engineering instrumentation. Wrote numerous programs to automate lab/plant processes and allow data to be easily stored and retrieved. Served as supervisor to co-op and interns involvement with projects.

**Awards** Patent awarded 5/97 for a Health Care Personnel Hand Wash. Patent number 5,635,462.

Patent Pending: Title: Segmented memory Control System for Gaming Devices (Publication Number: 20100075762)

**Memberships** Infragard, IEEE, IGDA

**Education** University of Akron, BA Chemistry