

# Russ Christensen

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## EDUCATION

University of Utah, Salt Lake City, Utah

B.S., Computer Science and Computer Engineering

Spring 2004

Courses: Networking, Computer Architecture, Embedded Systems, Operating Systems, Algorithms,

Programming Languages, Digital System Design, Microelectronics

### Course Projects:

- Compilers
    - Compiled a C-like language into SPARC assembly
    - Technical lead
  - Computer Design
    - Designed a pipelined 16-bit 5MHz CPU, a VGA controller, a method for programming the device and sample programs including Tetris.
    - Primary person in charge of the automated testing framework that allowed us to catch bugs early and finish the project a month before the end of the semester. Focused on automated testing throughout all of my CS courses.
    - Implemented features well beyond course requisites, only team to do a pipelined architecture, first team in course history to get a working VGA controller.
  - CS Senior Project: RTS Networked video game
    - Wrote networking component, game state synchronization, structured top-level control flow, movement physics, user interface, tutorial system
    - Brought to fully playable state three weeks early to allow for external testing and feedback
    - Wrote technical requirements document
  - CE Senior Project: Designed a low-power portable time scheduling/tracking device with PC interface using an Atmel Microcontroller
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## EXPERIENCE

### XBox Core Software Developer / Test

*Microsoft, Redmond, Washington*

Jan 2004 to Present

- Work on client side networking API's for the Xbox XDK
- Primarily working on the successor to the Xbox

### Playstation 2 Developer

*Wahoo Studios, Pleasant Grove, Utah*

June 2003 to Jan 2004

- Title: XS Junior League Soccer (PAL), Shipped: Q1 2004.
- Tasks include: AI, Physics and gameplay mechanics, Data path management, release engineering and localization for European release.

### Research Assistant

*Flux Research Group, Salt Lake City, Utah*

Summer of 2002

- Extended disk loading software to support the NTFS file system.
- My work is mentioned as part of a larger project in the following papers:
  - "Fast, Scalable Disk Imaging with Frisbee" published in USENIX 2003
  - "An Integrated Experimental Environment for Distributed Systems and Networks" published in OSDI 2002

### R&D Software Engineer

*National Instruments, Austin, Texas*

Summer of 2001

- Ported software from an embedded win32 OS to Linux
  - Wrote a testing framework that would compile under both win32 and Linux.
  - Wrote a Linux kernel driver that emulated not-yet-built hardware.
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## SKILLS

C++ .NET VHDL .NET Microsoft Linux Solaris  
C GCC CVS Perforce FreeBSD Emacs Visual Studio

