

Gregg Seelhoff, game programmer
Technical Director / Principal Software Engineer / Code Artist

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full resume at <https://sophsoft.com/samples/GKSresume.pdf>
online portfolio at <https://sophsoft.com/portfolio.html>

➤ Award-winning game developer · more than 30 products published · desktop, AR, mobile, VR, console

President / Technical Director, SophSoft, Incorporated, East Lansing, MI - present

- [Demolish! Pairs / Demolish! Pairs FTP](#) [Apple iOS, Android], *Digital Gamecraft®*
- [Microsoft Plus! Game Pack: Cards & Puzzles, Bicycle Card Collection](#) [Windows], Microsoft
- [Mission Critical](#) [MS-DOS], Legend Entertainment, published by RandomSoft
- [Locus](#) [MS-DOS, Windows], Zombie, published by GT Interactive
- [ZPC: No Flesh Shall Be Spared](#) [Windows], Zombie, published by GT Interactive
- [Spec Ops: Rangers Lead the Way](#) [Windows], Zombie, published by Ripcord
- [Pretty Good MahJongg](#) [Windows, Mac OS X], Goodsol Development
- [MVP Backgammon Professional](#) [Windows], MVP Software
- [Pretty Good Solitaire](#) [Mac OS X, iPad], Goodsol Development
- [Most Popular Solitaire](#) [Windows, Mac OS X, iPad], Goodsol Development
- [Goodsol Solitaire 101](#) [Windows, Mac OS X, iPad], Goodsol Development
- [FreeCell Plus](#) [Windows, Mac OS X, iPad], Goodsol Development
- [Action Solitaire](#) [Windows], Goodsol Development
- [A Little Solitaire](#) [iPad], Goodsol Development
- [Vegas Fever: High Rollers Edition](#) [Windows], MVP Software, published by Encore
- [Card Crazy 2](#) [Windows], MVP Software, published by Encore
- [Sylvie](#), a "verbot" (verbal robot) [Windows], Virtual Personalities
- [Z'art Photo Paint-by-Number](#) [Windows], Z'art
- [PACMANIA 1.1](#) [MS-DOS], Sophisticated Software Systems
- [SnagIt 2.1](#) [Windows], TechSmith Corporation
- [Arquile](#) [Windows - unpublished], CyberDice/Hasbro Interactive
- [X-Files](#) [PSX - uncredited], Hyperbole Studios, published by Fox Interactive
- [The Roswell Omen](#) [Windows - demo], Marlin Studios
- [Wheels](#) [Mac/Windows], R.J. Cooper and Associates
- Virtual i-O virtual reality headset drivers for *Doom/Doom II* and *Dark Forces*, Virtual i-O
- CyberMaxx virtual reality headset drivers, VictorMaxx Technologies
- PC PowerGlove device drivers for Windows and DirectInput, AGE Entertainment

Principal Software Engineer, Advanced Concepts Group, Daqri, LLC, Los Angeles, CA - 3 years

- [Worksense](#) AR suite for enterprise [Visual Operating System: Daqri Smart Glasses]
- [Daqri Vos Extension for Unity](#) [VOS: Daqri Smart Glasses, Daqri Smart Helmet]

Custom Application Lead, Inspiration / Creative Play

- [Alterra](#), a groundbreaking AR project featured at AWE conference
- [Easy Animation Studio](#) [iOS/Android] for Crayola

Senior Software Engineer, Spectrum HoloByte, Inc., Alameda, CA - 2 years

- **Lead Programmer:** [Star Trek: The Next Generation, "A Final Unity"](#) [MS-DOS (extended)]

Vice President of Programming, Datalus, Incorporated, Okemos, MI - 2 years

- **Programmer:** [MultiMedia DeskTop](#) (MMDT) [Windows, IBM OS/2]

Computer Programmer, Quest Software, Inc., Lansing, MI - 2 years

- **Programmer:** [Legacy of the Ancients](#) [IBM PC], published by Electronic Arts
- **Lead Programmer:** [Legend of Blacksilver](#) [Apple II], published by Epyx