Clockwork Plan
Software Development

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We deliver exceptional results that are reliable, on-time, and on-budget. We leverage our years of experience and deep technical expertise to design effective solutions for even the most complex projects.

Experience and Expertise

Our experience allows us to tackle projects of any scope and complexity. We have a long history of solving difficult technical and production challenges, developing cutting-edge technology, and shipping software and hardware. You can leverage our broad range of expertise to help you solve even the most difficult problems with confidence.

- Each founder has over 15 years of development experience.
- Each founder has over 10 years of experience in the games industry.
- Our technical expertise crosses the spectrum, from high-level architecture, design, and analysis to low-level engineering, debugging, and optimization.
- We are adept in new technology development, and are experienced in leading projects from the research and development phases through to production.
- We have a strong background in leadership and project management, have successfully led large development teams on long, multi-year projects.
- We have developed and shipped a wide range of software and hardware products for most major platforms, including:

The Social Express	(iOS, Mac, Windows)
Dark Haunts	(iOS, Android)
Dood's Big Adventure	(Wii)
Deadly Creatures	(Wii)
MX vs. ATV Untamed	(Xbox 360, PS3)
Pixar's Cars	(PS2, Xbox, Gamecube)
MX vs. ATV	(PS2)
MX Unleashed	(PS2, Xbox)
Matt Hoffman's Pro BMX 2	(PS2, Xbox, Gamecube)
Star Wars: Racers Revenge	(PS2)
Splashdown: Rides Gone Wild	(PS2)
ATV Offroad Fury 2	(PS2)

Executing in All-phases

We take pride in our ability to deliver high-quality results on every project, from beginning to end. To achieve this, we diligently approach each stage of the development process to ensure that we are thorough, timely, and transparent. Taking shortcuts and making assumptions can cause delays, and even small delays can cascade quickly and throw a project off schedule. Effective communication is also a point of emphasis at Clockwork Plan, and is the foundation of every successful project.

Effective Development

Solving your development challenges requires more than just creative thinking and clever engineering. It also requires careful planning and diligent follow-through. After all project requirements are gathered, we can perform a thorough analysis of the problem space to identify solutions and their associated risks. During development, all progress must be regularly validated to ensure that we continue to meet all project requirements and that we are not exceeding our risk thresholds. Failure to validate your assumptions throughout development can be costly; we've seen companies spend millions of dollars on a project's development only to walk away with nothing because they realized too late that they couldn't meet their initial requirements.

Comprehensive Solutions

We excel at providing comprehensive, end-to-end solutions. With years of tools development experience, we are skilled at collaborating with end-users to develop user-interfaces with powerful work flows. We also have the technical expertise to design and implement complex back-end pipelines that can blend seamlessly with existing solutions.

If your project requires more than engineering, we can assemble and coordinate a team of cross-discipline experts to meet your needs. Clockwork Plan is adept at working with all disciplines (e.g. Managers, Designers, Artists, Engineering, End-users) to design balanced solutions that address all of your requirements. With years of experience managing large, multi-year projects, we can plan, coordinate, and execute projects of any size and scope.

uScript Visual Scripting Tool for Unity 3

Visual scripting solution which integrates seamlessly into the Unity 3 development environment.

- #1 Selling tool for Unity after only 4 weeks on the market.
- Showcased by Unity as a premiere solution for development within the Unity environment.
- Leveraged by over one thousand registered studios and developers.

CaptiveMotion - Facial Motion Capture

CaptiveMotion is a high-end provider of facial motion capture products and services. Designed and developed a mix of custom hardware and software, including:

- Industry-leading mobile, head-mounted facial motion capture system that can be used simultaneously with full-body motion capture systems.
- Unrivaled video-based tracking software that can efficiently track thousands of markers.
- Plug-ins for 3ds Max for retargeting facial motion capture animation to any character model.
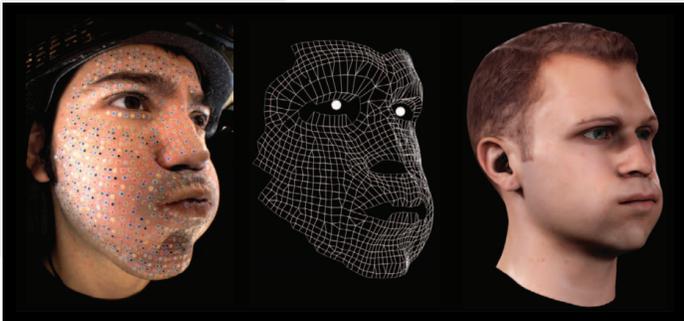
uDraw Game Tablet

Led a team of hardware and software engineers to develop a unique, low cost, tablet for the Nintendo Wii. This tablet went on to become a top selling 3rd party peripheral which was responsible for THQ's strong fiscal Q3 2011.

Intel

Software Architect for a Client Management system and a Network Operations Center management system designed to support managed Internet client set-top boxes and PCs.

Next-gen Tools and Engine

Lead architects of a cross-platform tools and engine built from the ground-up to coincide with the launch of the Xbox 360, PS3, and Nintendo Wii. This pipeline provided massive increases in productivity by minimizing user downtime and removing dependencies on engineering. Feature highlights include:

- Real-time preview feature enabled for instant updates between all tools and the game engine, allowing the user to see any changes to levels and assets immediately in-game on any platform.
- Artists and designers were empowered by advanced tools, including: Level Editor, Visual Scripter, Animation Editor, Material Editor, and Memory Profiler.
- Automated asset management simplified cross-platform development and memory management.
- Asynchronous content streaming allowed for open-world game play across massive levels, even on the Wii.

Deadly Creatures

Deadly Creatures is a unique 3rd person action thriller for the Nintendo Wii that is based on an original IP. It was developed using the Next-gen Tools and Engine, which enabled a small development team to build a AAA title that pushed the technical boundaries of the Wii to the limit. The game was award winning and critically acclaimed, and was praised for its quality and innovation.

Published postmortem in Game Developer Magazine (May 2009).