

BENJ LIPCHAK

GRAPHICS SOFTWARE ENGINEERING MANAGER

View Online

benj.lipchak@me.com

Profile

GPU expert and software engineering manager with experience leading geographically diverse teams to deliver high-quality, high-performance 3D graphics software. *But now retired and focused on giving back!*

Skills

GPU Drivers

Implementing new API features, supporting new hardware generations, optimizing performance, and improving correctness and stability.

Management

People and project management focusing on leading from the front, attentive issue tracking, regular re-prioritization, and timely communication.

Standards Bodies

Collaborating with partners and competitors alike, leading new API development, and pushing employer's agenda while working to achieve consensus.

Technical

Metal / OpenGL

C / C++ / Objective-C

git / Perforce / Subversion

MSL / AIR / GLSL

JavaScript / PHP / SQL

Xcode / Visual Studio

Unreal Engine

Assembly Languages

macOS / Windows / Linux

Experience

Charitocracy

Founder & CTO

2015-present

Created 501(c)(3) nonprofit and website where donors pool their monthly contributions, nominate, and vote for which charity should win the pool each month. Now focusing on growth through SEO, social media marketing.

Apple

Software Engineering Manager

2008-2020

Worked with Epic Games on first Metal demo (Zen Garden), iMac VR demo (Darth Vader with ILMxLAB), and kept Unreal Engine and Fortnite running smoothly on Apple platforms. Led GPU tools and benchmarking teams. Presented at WWDC. Represented Apple on Khronos and as spec editor for OpenGL ES 3.0.

ATI / AMD

Software Engineering Manager

2001-2008

Led team of OpenGL ES and Direct3D Mobile driver devs spread across 10 time zones. Represented on Khronos and OpenGL ARB. Co-authored 3 editions of OpenGL SuperBible. Led OpenGL driver re-architecture effort.

Bulldozer Software

VP Product Development, Co-founder

1999-2001

Created content-based image search engine, where you could search based on what an image looks like rather than just keywords. Designed web site, Java painting GUI, and web spider. Filed four provisional patents.

DEC / Compaq

Senior Software Engineer

1995-2001

Contributed to UNIX graphics drivers while also serving as project manager. Provided on-site consulting to key defense and scientific customers worldwide. Led team responsible for benchmark optimizations.

Education

Babson College

MBA at #1 ranked school for entrepreneurship — 3.9 GPA

2005-2011

Worcester Polytechnic Institute

MS in Computer Science, thesis on visualization of cyclic data — 3.9 GPA
BS with dual major in Computer Science and Technical Writing — 3.8 GPA

1992-1998