PROFILE

I have been programming and developing computer software for over 20 years now, from originally starting out in grade school with the help of a library book writing games in BASIC, to more recently offering contract work in Unity 3D's engine to independent developers and small-to-large companies alike. I love what I do and have a passion to always learn new things and work on interesting projects. Choosing me for your programming position will be mutually beneficial, providing you with an exceptionally hardworking, experienced, and dedicated developer. I have been programming games for fun since childhood, and I will for the rest of my life. It is something I am simply compelled to do, and I would love to share that passion with you!

EXPERIENCE

Technical Producer/Software Engineer

55 Revolver/Degica; Remote   *2015*

Created the initial prototype for 2D platformer *Guardian Shift: Revolution* (character, level design tools, gameplay) before the team director had us shift gears and move on to create the 3D puzzle-platformer *Bloxitivity* for Windows PC being released on Steam and other digital sales platforms Jan 21st 2016. Management responsibilities included mentoring team members on best practices and creating development plans alongside the head of the company. Development responsibilities included physics, character, gameplay, effects, tools (level editor and management), and UI - with the exception of some assistance in UI development and two asset packages (Sci-Fi Effects and Unistorm), *Bloxitivity* was entirely programmed by myself from start to finish.
http://55revolver.degigames.com

Senior Game Developer

Camber Corporation; Huntsville, AL   *2014*

Responsible for creating AI and gameplay mechanics for the award-winning unmanned systems training game *Eagle Eye*. Examples of work accomplished include attack and transport helicopter movement and AI, troop AI, weapon logic, UAS flight controls and logic, vehicle and convoy logic, mobile optimization, and more. Mentored and assisted team in achieving development goals and best practices. Also assisted in pre-release development/tools for the *Preflight* mobile application. Held a Secret clearance for the duration of the contract.
https://www.camber.com/news/234-camber-received-best-mobile-game-and-people-s-choice-award-for-eagle-eye-at-i-itsec-serious-games-showcase-and-challenge-competition

General Programmer

Playing With Matches; Los Angeles, CA   *2014-present*
Shared ongoing development of all aspects of projects; including gameplay, physics, controls, networking, UI, procedural generation, and more. Our first in-house game *Crater Maker* was Greenlit but is currently on development hold.
http://www.pwmgames.com/crater-maker/

Gameplay Programmer

Space Cowboy Game Jam   *2014*
Worked with a small team to create *Starhunter* within two weeks for the Space Cowboy Game Jam. Our development time ended up being a lot shorter however; our artist had his equipment burned by Mother Nature. I worked on physics, controls, weapons, AI and general logic aspects. http://veshch.itch.io/starhunter

AI Programmer

Dark Tree Studios; Wausau, WI   *2013-2014*
Developed physics-based pathfinding and avoidance AI for space RTS game *Eclipse: Avalon's Gate*, and provided further consultation on Unity3D engine.

Lead Unity Developer

Concept3D; Denver, CO   *2012-2013*
Led a small team of developers in the creation of two mobile applications using Unity3D on a subcontract to the DOD/DOE revolving around the renewable energy industry (*simuwatt* and *PV*). Was responsible for managing the team as well as performing development on a series of tight deliverables. Solved numerous complex problems to achieve goals. http://concept3d.com/

Gameplay Programmer

Danny Vink, Fresno, CA   *2013*
Assisted in development of the desktop and mobile game *Barista Blast* in conjunction with a small team, responsible for technical aspects of gameplay and quality control in Unity3D.
http://www.baristablast.com/

General Programmer

RocketJump, Los Angeles, CA   *2013*
Led development alongside a small team in the creation of a prototype *Overdrift* for presentation to RocketJump studios alongside 2 other prototypes for consideration. All projects created using the Unity3D engine. http://www.rocketjump.com/

General Programmer

StarNix Studios, Las Vegas, NV   *2010-2011*
Dead Watch: Led a small team of developers and artists in the creation of a technical demo for a survival game being developed for desktop PC in Unity3D. *Dust Bunny:* Led development of a mobile puzzle game featuring realistic control physics and physics-based puzzles in Unity3D.

Electronic Technician

USAF and CSC, Nellis AFB, NV   *2002-2012*
Active duty member of the United States Air Force, held a Secret clearance and worked on electronic warfare (EA) equipment and support equipment to maintain a large number of assets in support of training missions until 2008. Received an honorable discharge when my 6-year enlistment was completed. Worked as a leader and highly skilled technician on electronic warfare equipment for the USAF as a contractor with CSC starting in 2009.

EDUCATION

College of Southern Nevada
Las Vegas, NV — Computer and Information Technology (AAS)
College of Southern Nevada
Las Vegas, NV — Electronic Engineering (AAS)
DeVry University
Las Vegas, NV — Game & Simulation Programming (BS)

SKILLS

- programming in C-based languages (C# outstanding, C/C++ knowledgeable)
- excellent and current knowledge of the Unity3D engine and various assets and plugins
- general gameplay, physics, animation, UI, and AI programming experience
- light networking and shader programming experience
- experience in 2D and 3D environments on mobile and desktop
- other development experience: web and database experience (php, Javascript, MySQL, Zend, Bootstrap, HTML, CSS), python understanding, excellent MOO
- extensive experience in mentoring junior developers
- works great with a team, familiar with revision tracking

- experienced with meeting deadlines, ability and drive to learn anything necessary to get the job done, and a serious passion for game development