Professional programmer, with 3+ years’ experience, skilled in many languages, frameworks, and IDEs, with demonstrated abilities to work effectively with teams or individually. Experienced in both client and server side code and is very accustomed to working with UI/UX designers to create the right user experience. Has worked on applications and games and has 2 games and 1 application published on both Google Play and the App Store. Fluent in core design practices (such as object oriented design and model-view-controller) and highly efficient working with MySQL type-tables.

Blends a motivational attitude with a results driven mindset to deliver high quality code well before deadlines. Experienced in going from prototype architecture through to publications. Highly enthusiastic perfectionist who aims to create high value gaming experiences for customers.

To view completed projects and sample code please visit: [www.AnthonyUccello.com](http://www.AnthonyUccello.com).

# Skills

**Programming:** Swift, Java, C#, AS3, Objective-C, PHP, C, C++, MySQL, OOP, MVC, UI, AI

**IDE’s & Frameworks:** Xcode, Android Studio Unity, Adobe Flash Builder, Unreal Engine, Starling

**Design:** Writing & Storytelling, Aesthetics, First Time User Experience, Balancing, Game Economics

**Mathematics:** Calculus, Algebra, Physics

# Experience

## PumpUp – Lead iOS & Android Programmer 2014 September-Present

* Responsible for all client side code for iOS and Android and developed all native features for both platforms in tandem
* Developed native environment for iOS and Android to work with front end (which was built with Cordova & JavaScript)
* Created AutoUI system for both iOS and Android (avoiding numerous issues with XML and Storyboarding) which allowed artists to create detailed views with a simple JSON file (and it would work for every iOS and Android screen size)
* Architected and programmed a GPS monitor that would track (and differentiate between) the users walking, running, and biking activities in the background and save the data (it would also detect if the user was in a car and disregard it) and display it to the user in an easy to understand interface
* Made use of Android’s ‘Service’ class for GPS which allowed the GPS to monitor the users activities an unbound background process and facilitated communication via broadcasts (a similar result was achieved using iOS’s deferred updates API) to avoid concurrency issues
* Created multi-faceted photo-editor that features pinch-zooming, filters, multi-image layouts, rearranging photos, and text overlays
* Developed highly efficient asynchronous operations while also avoiding concurrency issues and juggling complex memory constraints
* Rewrote large portions of Cordova into Swift and ensured compatibility up to iOS 9
* Fixed numerous bugs in Cordova source code
* Fixed a wide array of Android bugs specific to both phones and their operating system
* Created plugins for playing audio, social sharing, and numerous other native features (such as push notifications)
* Integrated Facebook’s Buck tool for Android which reduced our build times from over 3 minutes to under 5 seconds
* **Responsibilities:** iOS and Android Programming, UX Design, Porting & Architecting Plugins

## Clipwire Games – Game Programmer 2013 March-2014 September

* Client and server side programming (RESTful & JSON) for 2D and 3D games
* Programmed 50% of Critter Conquest (AS3) for Facebook and then ported it to iOS (Objective-C)
* Designed custom push-notification system that worked with the server for Critter Conquest on iOS (PHP and Objective-C)
* Integrated social mechanics (such as Open Graph) and push-notifications for the Facebook build of Critter Conquest
* Programmed 50% of Redshift (C#) including complex algorithms like path-finding and multi-projectile-management
* Created an ‘Auto-Sprite’ system that allowed extremely fast view class design and cut production time down for view classes by 50%
* Worked with and managed programmers and artists (3D and 2D) to get game features production ready (team size up to 5)
* Manager and mentor for 2 junior programmers and was responsible for teaching them the ‘Auto-Sprite’ system as well as type-table management
* Optimized user experience and designed tutorials to get over 50% 1 day retention for Critter Conquest
* Created highly efficient algorithms to keep frame rates over 30 for mobile devices (including but not limited to, 3D & 2D path-finding, AI, target selection, resource distribution, draw calls, and animations)
* Balanced all aspects of Critter Conquest including (but not limited to) unit attributes, game economy, ranking system
* Managed over 100 type-tables on the c server using PHP and MySQL (user data was stored with DynamoDB)
* Created database time-savers (such as storing functions within the type-table instead of making the client fetch them) that reduced type-data management by 20% and reduced controller design by 20% (saving about 1 month of production time per game)
* Designed wire-frames for 3 games which were used for production and then released (1 more is currently under production)
* **Relevant Released Games:** Critter Conquest (iOS and Facebook), Redshift (Android), 2048 Friends (Android)
* **Responsibilities:** Client & Server Programming, Game Design, Marketing & Analytics, Documentation, Debugging, UI Design

## Sulon Technologies – Game Programmer (Internship) 2013 January-March

* 2 month internship to focus on rapid OpenGL prototyping for a virtual reality headset
* Responsible for creating OpenGL mini games and completing them in a timely manner (C++)

**Responsibilities:** OpenGL programming

## Scavengers, Tower Defense PC Game - Game Programmer (Unreleased) 2011 June-2012 December

* Designed and programmed multiple prototypes in Unity (C#)
* Worked with 3rd party plugins to add various enhancements to the game (such as path-finding and animation effects)
* Managed team of 6 artists to create assets (3D and 2D)
* **Responsibilities:** Game Design, Documentation, Programming, Debugging, Management, UI Design, Troubleshooting

## Strategic Ventures - Product Launch Manager 2007-2011

* Developed successful product launches for Canadian, American, and Australian clients
* Managed paid customer acquisition channels driving over 5,000,000 organic hits to company videos over a 1 year period
* **Responsibilities:** Market Research, SEO, Copywriting, Social Media Marketing, Video Design, Storytelling, Client Communications

# Education

## Game Design, Diploma, Academy of Design 2011-2012

Game design program that covered all aspects of designing and making a game. Program Highlights: Unity 3D, Unreal Engine, Adobe Flash, C, C++, C#, AS3. Graduated on Presidents List. Transcript available upon request. Cumulative Average: 93%

## Biochemistry, Degree, University of Waterloo 2003-2007

Double major program in chemistry and biology, with a heavy focus on advanced mathematics (physics, algebra, thermodynamics, and calculus). Graduated with honors. Transcript available upon request.