



Elijah Alexander Hudley

Gameplay Programmer

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Education:

DeVry University – Chicago, IL (October 2013)

Bachelor of Science - Multimedia Design & Development in Game Programming, GPA 3.5 Dean's List

Associate of Applied Science – Web Design, GPA 3.6 Dean's List (June 2011)

Technical Skills:

Programming:

C#, C++, ActionScript3, PHP
Html, CSS, JavaScript, JQuery
Mediawiki, Wordpress
Design Patterns
SDL2, XNA, GIT SVN

Game Production:

Project Management
QA & User Testing
Game Design
Game Theory
Animation
Sound Engineering

Development Tools:

Unity Engine
Unreal Engine
GameBryo Engine
GameMaker
Microsoft Office Suite
Adobe Web Suite

Projects:

Game Jam Games: (Jan 14):

3 games were created with flash in the course of 24 hours: Reaction based platformer, physics based puzzles, and tactics based adventure game. Also Participated in Global Game Jam 2014 and Ludum Dare Summer 2014.

Work Experience:

MedPoint Communications – Interactive Media Developer

03/2014 – Present

- Assist developers, account managers and clients to create instructional material for medical industry professionals.
- Work with C#, ASP.NET, Actionscript2/3, and Javascript while maintaining Web Portals.
- Develop and design Graphics, Logos, Videos, and Full Websites for Medical Industry Institutions.

Curse.com – Wiki Manager

01/2014 – Present

- Independent Contractor creating wiki pages for over 6 million users.
- Work with CSS, HTML, PHP to maintain wiki site
- QA Development team features to Custom Mediawiki Platform.

LearnDistrict Inc. - Junior Developer

06/2013 – 12/2013

- Worked on Multi-platform game "Penguemic: Word Domination" in multiple roles.
- Developed in-house tools for game development
- Developed prototype gameplay features using C# Unity