



# Elijah Alexander Hudley

Frontend Developer / 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:

Unity3D  
Unreal Engine  
GameBryo Engine  
GameMaker  
Microsoft Office Suite  
Adobe Creative Suite

## Game Jam Games:

**Blockman Adventure** - A runner with several levels.

**Blockman Vs. Zombies** – Escape levels infested with zombies

**Block Breaker** – Break Blocks to reach the zone.

**Star Glider** – use an object to match the color tiles

## Work Experience:

### MedPoint Communications – Interactive Media Developer

03/2014 – Present

- Assist developers, account managers, and clients to create online training modules.
- Work with C#, ASP.NET, ActionScript 2/3, and JavaScript while maintaining web portals and sites.
- Develop and design graphics, logos, videos, and websites for medical Industry Institutions.

### Curse Inc. – Web Content Manager

01/2014 – Present

- Developed wiki pages for over 6 million users.
- Used CSS 2/3, HTML, PHP, and JavaScript to maintain wiki sites for game industry clients.
- Provide Quality Assurance for major company applications such as Curse-Voice.

### LearnDistrict Inc. - Junior Developer

06/2013 – 12/2013

- Worked on the “Penguemic: Word Domination” as a Developer, Designer, and Project Manager.
- Developed in-house tools such as Level Editor for Designers, Websites, and blog themes for Tumblr.
- Assist in the training of new team members.