



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++, XNA

ActionScript

Html, CSS, JavaScript

JQuery, PHP

Tools Programming

Object-Oriented Programming

Game Development:

Game Production

Game Design

Game Theory

Animation

Sound Engineering

Tools:

Unity Engine

Unreal Engine

Torque Engine

GameMaker

Microsoft Office Suite

Adobe Web Suite

Projects:

Fallout Survival Simulator (July 13):

Extensive gameplay modification for Fallout 3 where the player must survive a harsh wasteland, starting with nothing and foraging for supplies.

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. Work on 1 game for first Global Game Jam – Anti Hero.

Work Experience:

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
- Create quality art assets for logo's

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
- Created sites for game, projects, and business

TekGuyz - Technical Consultant

03/2013 - 05/2013

- Developed website for company image
- Provided software and resources based on research
- Provided technical assistance for customers

Hobbies: Competitive Marvel Vs Capcom 3 Player, Spoken Word Poet