

Mark Price

Senior Mobile Developer - Unity 3D Developer

- Developed and published 54 mobile apps for iOS and Android
- Started own mobile development company that earned >2 million in revenue
- Have instructed engineers, artists, and teams on how to optimize for mobile
- Personally programmed over 20 mobile apps for iOS
- Personally programmed over 10 mobile apps for Android
- Personally programmed 10 mobile games in Unity 3D
- Managed over 25 local and outsource developers and artists
- Keen appreciation and implementation of simplistic mobile design
- Understand iOS & Android best design and development practices
- Focus on products and big picture, not just the code
- Understand best app marketing practices and perform competitive analysis
- Turned around apps and games in less than 60 days

LANGUAGES & TOOLS

- | | |
|-------------------------------|-----------------------------|
| • iOS Development | • Github/Bitbucket |
| • Objective-C | • Adobe Photoshop |
| • Android Development | • Adobe Illustrator |
| • Unity 3D | • App Store Publishing |
| • C# | • Pivotal Tracker/Jira |
| • Java | • JSON/XML |
| • XCode | • Mobile Server Integration |
| • Android ADT/Eclipse | • Kontagent Analytics |
| • Object-Oriented Programming | • Flurry Analytics |
| • Python | • Javascript |
| • PHP | • HTML/CSS |

EXPERIENCE

Fryza App Development

(2012 - Present)

Founder

Have worn many hats and contributed on every level of app development as founder of Fryza.

Senior Mobile Engineer

Produced apps for clients such as Yellow Pages, Family Video, and Cookie Dough Bites

Performed requirements gathering on 14 apps for iOS, Android, and Web

Drafted software architectures on over 15 projects

Created user stories for developers in Pivotal Tracker

Managed clients, artists, and developers - successfully producing over 15 projects

Consulted with clients on marketing and app monetization

Project budgeting/financial management

Careful outsource hiring and management

GDD Collaboration & Feature Design

Created rapid game prototypes in Unity 3D for 10 games

Performed developer code reviews

Work with producer to institute SCRUM/Agile Development

Apptooth App Development (2011 - 2012)

Co-Founder

Performed every company function in company until eventually having 15 apps in production with over 25 developers and artists.

Senior Mobile Engineer

- Performed requirements gathering on over 15 projects
- Drafted app architectures on over 15 projects
- Created user stories for developers on over 10 projects
- Managed clients, artists, and developers on over 15 projects
- Personally programmed iOS & Android apps and games
- Careful outsource hiring and management
- GDD Collaboration & Feature Design
- Created rapid game prototypes in Unity 3D
- Performed developer code reviews

Spearstone (2009 - 2011)

Lead Mobile Engineer

Was engineer, leader/teacher, and manager of all mobile technologies for the company.

Lead Mobile Engineer

- Worked directly with clients
- Drafted app architectures
- Personally programmed iOS & Android apps
- Built complex apps for Logitech & The LDS Church

Lead App Designer

- UI Design for apps using Adobe Photoshop and Illustrator
- Wireframe design using Balsamiq
- Client brand integration

Design Works Gaming (2008 - 2009)

Lead Unity 3D Developer

Managed all aspects of game development as lead Unity 3D developer.

Lead Unity 3D Developer

- Developed mobile games with Unity 3D
- Investigated new technologies
- Published to Apple App Store

EDUCATION

University of Advancing Technology

2010

Bachelor of Science (BS) - Computer Science & Game Development

The Art Institute of California-Los Angeles

2009

Associate of Arts (AA) - Game Art & Design