

Ian Sowell

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Skilled in video game programming at a deep level, I'm a creative software developer who is well adept in working with complex coding languages such as C#, Java, HTML and CSS. My outstanding track record is marked by the successful development and implementation of intricate software solutions on multiple platforms. Admired for my holistic problem-solving skills and unique resolution strategies built on creativity alone. Collaborating closely with fellow developers and designers alike, my ability to create remarkable video games experiences has earned me consistent praise from even the most discerning players around.

Portfolio: www.iansowell.me

Work Experience

Freelance Programmer

Self-employed – San Angelo, TX

July 2018 to Present

I've been doing freelance game development for about 4-5 years. I've worked on many projects with other smaller studios in the past. I'm most comfortable with C# programming in Unity.

IT Intern

Twitter – San Francisco, CA

June 2018 to August 2018

I worked alongside other IT members to help with any technical concerns that someone would have. I'd receive a ticket with a description of the problem and the name of the person who has the issues.

Skills

- C#
 - Java
 - HTML
 - CSS
 - C++
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- Unity
 - Visual Studio
 - Git
 - GitHub
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- User Interface
 - Artificial Intelligence
 - Virtual Reality
 - Augmented Reality
 - Application Development
 - Web Development
 - Full-stack Development
 - Debugging
 - OOP

Languages

- English – Expert
- Spanish – Beginner
- Japanese – Beginner

Certificates

Unity Junior Programmer

June 2022 to Present

The Unity Junior Programmer Pathway validates skills and competencies to be a proficient junior programmer writing scripts in C# to create interactive experiences with the Unity Editor.

Unity Essentials Pathway

June 2022 to Present

Unity Essentials is the pathway for interested creators who are just getting started with Unity and real-time content creation. To achieve this pathway badge participants will create their first simple interactive experience with Unity. Learners who achieve the Unity Essentials Pathway badge can define real-time production, use the essential features of the Unity Editor, navigate in 3D space, create and manage Scenes, GameObjects, Prefabs, and publish a simple Unity project.

Unity Creative Core

June 2022 to Present

The Unity Creative Core Pathway validates the core skills and competencies for creating immersive worlds in Unity. The Creative Core Pathway covers the essential elements of creative production, including shaders, materials, lighting, animation, VFX, cameras, post-processing effects, audio, UI, and prototyping.

Unity VR Development

August 2022 to Present

The Unity VR Development Pathway validates the skills and competencies to be a proficient junior developer creating VR experiences and working in the VR industry.