JOHN POLHILL

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SUMMARY

I programmed my first computer game when I was 12. It was a simple physics-based game programmed in GML. Since then, I've worked on over a hundred different programs, written in different languages and with different frameworks. Eventually, I realized that I wanted to translate my passion for programming from a hobby into a professional career. In summer 2015, I enrolled at Dev Bootcamp to round out my skill set, and learn how to create applications other than games. Not once has my desire to learn and code diminished since I started, and if I could be anything in the world, it would be a software developer.

SKILLS

Ruby, Java, C#, JavaScript, jQuery, XNA, Unity3D, Ruby on Rails, RSpec, HTML, CSS, C++, Game Development, Web Development, Photoshop, Python, SQL, C, Git, XML, TDD, Agile Development, Active Record, Sass, CoffeeScript, Node JS, Angular JS, Ajax

PROJECTS

Fantasy Wars

A turn-based strategy game programmed in Javascript using the Phaser framework. This was an idea that I pitched for the final project at Dev Bootcamp and it was written in 8 days by a team of four. I oversaw the project as the tech lead and was responsible for programming the core game mechanics. Furthermore, I was the head game designer and created the unit spritesheet from scratch.

Super Luigi

A Super Mario Bros. clone written in C# using the XNA framework. This was a for-fun project done on my free time and was completed in 1 week. I focused heavily on the object oriented portion of this project and the principles of game development.

Wargame Campaign

Wargame Campaign is an online table-top wargame campaign management system, where a user can create maps and armies to use and share with other users, as well as host online campaigns for their table-top games. This project took about 4 days to create, and was done using Ruby on Rails. This website is currently in beta form and is live on Heroku.

Rapid Fire

Rapid fire is an Android mobile game similar to games like Wario Ware written in Java using the Android API. This was the first mobile app I created and was a test to see how developing for mobile contrasts to developing for PC.

EMPLOYMENT

Culver's, *Crew Member*, 1745 Marketview Dr Yorkville, IL 60560   Feb 2011 - Jul 2013
Serving and preparing of food, serving customers, cleaning, and having a positive attitude.

Menards DC, *Team Member*, 2611 Eldamain Rd, Plano, IL 60545   Jul 2013 - Sep 2015
Loading, unloading, sorting, staging and transporting products.

EDUCATION

Dev Bootcamp
Certificate Web Development 2016
An intensive 19-week web development training program focused on Ruby, JavaScript, Rails, SQL, HTML5 & CSS3, TDD, MVC, and Agile Development in a heavily team based environment.

College of Dupage
One year of credits, and majoring in Computer Science.