

# JOHN POLHILL

---

✉ JohnPolhill42@gmail.com ☎ 630-551-5559 in jpolhill 🌐 JohnP42

## 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 more than 40 games, programmed 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. If I could have any job 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

## 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.

### Snake Clone

When I was introduced to JavaScript during the remote portion of Dev Bootcamp, I challenged myself to learn it by writing a game with fairly complicated mechanics that didn't require much in the graphics department for quick deployment.

### Space Shooter Game

This was the second program I had ever written in Javascript. I used this project as an opportunity to become more familiar with object orientation in Javascript and applying what I knew from other languages into a brand new one.

### Early Projects

These are games that I made when I was in middle school. Much of the sprites and one of the soundtracks were self made, and the projects were written in GML.

## 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.