

# André Lincoln Read

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Website: <http://www.lincread.com>  
Born: 06.06.1988  
Languages: English and Norwegian

## Relevant work experience

### Asio AS (2012-2016)

- Co-founder and Lead Programmer on Enki, the world's first real-time learning game in MMO format for classroom and home use.
- Developed and managed Enki's HTML5 game client, a 2D platformer with avatar customization, Spine animations, 40+ levels, 1000+ tasks within several task templates, task delivery feedback system, chat, players can see each other, crafting system, interaction with the environment, and interaction with the teacher's tool.
- Implemented Enki's game client on top of ImpactJS, but rewrote most of the engine. As an example: ImpactJS uses Canvas for rendering, but I integrated our engine with PixiJS to achieve amazing performance on mobile devices with WebGL rendering and Canvas fallback.
- Implemented and published an HTML5 game (N.E.F. Nevronus) on iOS and Android for the Norwegian, Swedish and Faroe Island's epilepsy organisations.

### Process AS (2014-2017)

- Implemented and published BoOooo, a Premium Game for Android.
- Lead Programmer on Agents Vs Villain, a four player game for Xbox One.

### ReadIT Read (2011, -)

- Freelance Software Engineer and Gameplay Programmer for my sole-owner company.
- Notable completed projects are:
  - Software for a rowboat simulator for Oslo Fjord Museum
  - Designing and implementing a game for Logitech's GWall
  - Consulting on AI and Pathfinding for Working Mill

- Implementing an educational Single Page Application for Imal
- Tutoring students in game development for students at University College of Nord-Trøndelag for their Game Lab project
- Implementing an interactive website for the Norwegian feature movie 'Til Siste Hinder'

### **Oslo and Akershus University College (2012-2014)**

- Student Assistant in software engineering for two semesters by holding QA lectures, editing mandatory assignments, editing weekly assignments, leading lab sessions and correcting student deliveries of mandatory assignments.
- For a third semester I was supervising three Bachelor projects.

### **University of Oslo (2012-2014)**

- Seminar Teacher in software engineering for three semesters by holding QA lectures, editing weekly assignments, making examples, editing mandatory assignments, correcting student deliveries of mandatory assignments, and leading lab sessions.

### **Hedmark University College (2009)**

- Assistant Teacher in a science project, guiding students in learning programming and animation by using problem-based learning techniques.

## **Education**

### **University of Oslo (2010-2012)**

Information Technology

- Object-oriented programming, algorithms and patterns, concurrent programming, network programming, databases, computational logic, software engineering.

### **University College of Hedmark (2007-2010)**

Interactive Medias

- Game engine architecture (Ogre3D, C++), game design, interactive 3D design (level design), animation, graphics design, web design, 3D modelling, video production.