

## André Lincoln Read

Address: 11 McLauchlan Cres  
4815 Kelso, Queensland (Australia)  
E-mail: [andre.l.read@gmail.com](mailto:andre.l.read@gmail.com)  
Telephone: 4789 1401  
Born: 06.06.1988  
Languages: English and Norwegian

## Core skills

### Core programming languages

JavaScript, C#

### Core areas

Software engineering, interaction design, game design, tutoring

### Core projects

Educational and entertainment games, hybrid apps

## Relevant work experience

### Asio AS (2012-)

- Co-founder of Asio AS and Lead Programmer on Enki, the world's first real-time learning game in MMO format for class room and home use that includes a teacher's dashboard to follow pupils' progress. It has 26.000+ registered users across Norway and Sweden.
- 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. I have contributed 30.000+ lines of code.
- Developed 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.
- Developed 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,-)**

- Co-founded Process DA and Lead Developer on BoOooo for Android.
- Lead Developer on Agents vs Villain, a four player game for Xbox One.

**Telescope Games DA (2016,-)**

- Co-founded as a hobby project with a colleague of mine from Norway. We are developing a free to play game for mobile devices.

**ReadIT Read (2011,-)**

- Freelance software engineer for my sole-owner company. Notable projects completed are a rowboat simulator for Oslo Fjord Museum, a web site for a Norwegian feature movie, and writing scripts for a PhD scholar in French to make her work easier.
- Tutor in game development for students at University College of Nord-Trøndelag during their Game Lab project. They had to develop and publish an educational game for mobile devices.

**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 animating 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, game design, interactive 3D design, animation, graphics design, web design, 3D modelling, video production.

## **Honours and Awards**

### **Winner Rising Star of the Year and Nominee Best Story – Norwegian Game Prize 2015**

Submission of Enki

### **Nominee Best Innovation and Nominee Best Sound Design – Norwegian Game Prize 2015**

Submission of BoOooo

### **Winner - Norwegian Championship in Gameplay 2015**

Submission of Agents vs. Super Villain

### **Finalist - Norwegian Championship in Gameplay 2014**

Submission of Spooked

### **Notable Runner-Up - Mozilla Game On (2013)**

Submission of Defining Moments

### **Finalist - Norwegian Championship in Gameplay 2012**

Submission of Gravity

### **Best Entry - Norwegian Game Awards 2011**

Submission of RGB