Software Engineer Software Engineer Game Developer since 2007 Post Falls, ID Work Experience

Software Engineer Age of Learning, Inc - Glendale, CA January 2018 to March 2019   Turned around stalled project from a remote team in just a few days.   Took over and completed development of stagnated outsourced project.   Sole developer on original games made with in-house SDK.   Created rich editor tools that cut development time by 30%.   Minimized QA bottlenecks with automated build asset management. Software Engineer Nobot Games November 2012 to January 2018   Cut release build cycle by 80% with automated builds.   Cut development time by 50% with automated testing.   Optimized mobile game for 400% increase in performance and 50% decrease in battery drain.   Cut user and testing bug reports by 40% by developing state-based rules engine.   Developed complex UI-navigation systems.   Architected and implemented live updating UI systems.   Created real-time update system for multiple simultaneous online games.   Designed and implemented live content update system.   Integrated plugins for Social Media, Attribution, Notifications, Helpdesk, and Analytics. Game Developer Independent Contractor August 2010 to January 2016   Created Augmented Reality game demo (AR Defense) Re-architected projects for portability and performance.   Created original casino games using Torque 2D.   Created original physics game for iPhone in Torque 2D.   Turned around multiple stalled projects other developers had given up on.   Upgraded project from Javascript to Typescript and thoroughly optimized code. Game Programmer Pick Up and Play Games December 2007 to August 2010   Ported Torque 2D Game Engine to Wii and iOS.   Developed first-ever online FPS on a mobile platform.   Ported and shipped PC game Canada Hunt to Wii.   Re-designed engine to allow multiple local players with split-screen.   Redesigned custom scripting engine code for a 30% increase in execution speed. Education High school or equivalent Skills C# (7 years), Git, Javascript, Unity (7 years), C/C++ (7 years), Typescript, Augmented Reality, Game Engine Programming, Android, iOS, ARCore, ARFoundation Links http://rivalsofpoker.com

https://github.com/SineNomen/

https://www.youtube.com/playlist?list=PLY3Yws5452k_Vq2_moYIwTQkXKPt6t_Fm

Certifications/Licenses Driver's License

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