JESSICA BLIZZARD

blizzardjessica@gmail.com   https://www.linkedin.com/pub/jessica-blizzard/b8/280/828   949-683-4251

SUMMARY

Software Engineer of interactive applications with experience in the full development life cycle from concept to submission. Over eight years of software development experience with multiple released titles from over four years of experience in video game development and from over four years of experience in mobile application development. Writes efficient, object oriented code for multiple platforms. Able to analyze, debug and maintain code to the company's standards. Excellent communicator and collaborator with a proven track record of success in design, development and implementation of applications that leverage customer satisfaction as well as generate revenue. Capable of managing time to bring multiple concurrent projects to completion.

- ANSI C, C++, C#, Objective-C, Java, PHP
- Microsoft Visual Studio, Code Warrior, ProDG
- Unity
- Plastic SCM, Mercurial
- Agile, Scrum
- Facebook, Google+, Twitter

- XCode, Interface Builder
- Eclipse, Android Studio
- Bugzilla, JIRA
- Photoshop
- MobFox, iAd
- Google Analytics

PROFESSIONAL EXPERIENCE

DTS, Inc, Santa Ana, CA   **2010 – 2015**
Engineer, Applications & Services

DTS Headphone:X   Upcoming release 2015 on Android
- Collaborated with a large team to develope an audio application allowing individuals to enhance the sound quality of their mobile devices, creating an enhanced user experience
- Collaborated with the User Experience designer to develop and implement the user experience/interface according to specifications meeting corporate goals and enabling entrance into mobile consumer market in a timely manner
- Integrated social media software development kits (SDKs) for single sign on allowing users to access their audio settings from multiple devices resulting in increased customer satisfaction.
- Utilized product specifications to design an application for the Field Application Engineers (FAEs) allowing them to easily demonstrate company assets resulting in increased productivity and gaining customer base

SRS Labs, Inc, Santa Ana, CA   **Acquired by DTS, Inc**
Software Engineer

Lead Software Engineer – *Sweepstakes*   In-house release 2011 on iOS
- Developed an application to allow marketing associates to promote brand recognition by giving users a chance to win a random prize
- Developed the client and server for on the fly app configuration, asset delivery, and user information collection

Software Engineer – *MyTunes*   Released 2011 on iOS and Android
- Media player application that uses SRS tech to tune the sound to your hearing
- Developed and implemented the client and server to manage in-app purchases, messages, promotions, and contests
- Developed and implemented the front end user experience allowing users to intuitively navigate the app resulting in customer satisfaction

Software Engineer – *Relaxation Portal*   Released 2011 on iOS and Android
- White noise application that uses SRS technology to put the audio into 3D space
- Implemented the client and server to manage asset downloads, in-app purchases and company product promotions
- Collaborated with the application designer to develop and implement the front end user experience creating customer satisfaction
- Programed application to seamlessly integrate multiple advertising SDKs to maximize generating corporate revenue

Big Boat Interactive, Marina Del Rey, CA   **2009 – 2010**
Contract Programmer

Programmer – *Luxor: Quest for the Afterlife*   Released 2011 on iOS and OSX
- Match 3 style of game
- Fixed bugs for iOS (iPhone and iPad) and OSX versions

Programmer – *Discovery! Seek and Find Adventure*   Released 2011 on iOS and OSX
- Hidden object style of game
- Quality assurance testing
- Fixed bugs for iOS (iPhone and iPad) and OSX versions

Programmer – *Where the Wild Things Are*   Released 2010 on iPhone and iPod Touch
- Modified and replaced assets for German localization
- Added new menu option and assets using Unity for the iPhone

Programmer – *CrimeCraft*   Released 2009 on iPhone and iPod Touch
- *Mafia Wars* and *iMob* style game
- Worked on both the client and server sides

Skyworks Interactive, Seal Beach, CA   **2008 – 2009**
Software Engineer

Lead Programmer – *Crime Spree*   Released 2009 on iPhone and iPod Touch
- *Rally X* and *Pac-Man* type game

Contract Programmer – *Marvel Ultimate Alliance 2*   Released 2009 for PSP
- Major Task: Receiving bugs from database, determining if the fix was programmatic or artistic and either fixing it or reassigning it

Programmer – Unreleased social auto driving game
- Major Task: Artificial Intelligence (AI)
- Used state machines and waypoints to allow AI driven cars to follow traffic rules, race around a track, or aggressively and collaboratively attack player cars resulting in a fun and challenging user experience

MumboJumbo, Costa Mesa, CA   **2006 – 2008**
Programmer

Lead Programmer – *Neopets Codestone Quest*   Released 2007 for PC
- *Luxor 2* type game with Neopets theme
- Major Tasks: new power-ups, revamped storybook, path effects

Lead Programmer – *Myth Match*   Released 2006 for PC
- *Luxor 2* type game with mythological theme
- Major Tasks: Ranking system, menu flow, in-game tips, etc.

Programmer – *Slingo Quest, Poker Superstars II* International Versions   For PC
- Major Tasks: Text and asset replacement for four languages and formatting of new text using Lua

Programmer – *Super Collapse! 3* International Version   For PSP
- Major Tasks: Text replacement for four languages and formatting of new text

Programmer – *Luxor: Pharaoh's Challenge* International Version   For PSP, PS2, DS, Wii
- Major Tasks: Text replacement for four languages and formatting of new text on all platforms

Programmer – *Luxor: Pharaoh's Challenge*   For PSP, PS2, DS, Wii
- Major Tasks: Scripting of particle effects on all platforms, front end menu screens for the DS

Programmer – *7 Wonders* International   Released 2006 for the PSP
- Major Task: formatting of localized text

Programmer – *7 Wonders*   Released 2006 for the PSP
- *Bejeweled* style game play
- Major Task: Implemented front end game menus using in-house scripting engine

Programmer – *Luxor: The Wrath of Set*   Released 2006 on PSP, unreleased on XBox Live
- Match 3 game play
- Major Task: Implemented front end and in-game menus using in-house scripting engine

EDUCATION

BS
Real-Time Interactive Simulations
Digipen Institute of Technology, Redmond, WA