

**\*\*Ian Dunlop\*\***

**\*\*Contact Information:\*\***

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**\*\*Summary:\*\***

Experienced video game developer with 30 years of experience in all aspects of production, including design, programming, leadership, and management. Currently serving as President of oeFun, Inc., an independent game development studio specializing in original IP for VR, mobile, and desktop platforms. Expertise includes game design, game development, game mechanics, user interface design, and various programming languages such as Objective-C, C++, Java, and C#. Specialties include design, creative vision, programming, management, production, team building, and hiring.

**\*\*Skills:\*\***

- Video games
- Game development
- Game design
- Objective-C
- Mobile games
- C++
- Casual games
- Unity3D
- Gameplay
- Programming
- Game mechanics
- C
- IOS development
- User interface design
- OpenGL ES
- Online gaming
- Java
- C#
- Subversion
- Xcode
- OpenGL
- Organizational development
- Monetization
- Perforce
- Mobile applications
- IOS
- Management
- Hudson
- Modo
- Photoshop
- Git
- Github
- Bitbucket
- Parse
- Computer games
- Console
- Level design
- Virtual reality
- HTC Vive
- Swift

**\*\*Work Experience:\*\***

[2005-Present] President, oeFun, Inc.

- Lead independent game development studio specializing in original IP for VR, mobile, and desktop platforms

- Oversaw all aspects of production, including design, programming, management, and team building
- Managed the development of multiple successful games

[Prior to 2005] Various roles in game development industry, including designer, programmer, lead programmer, and manager on various projects

**\*\*Education:\*\***

None specified

**\*\*Location:\*\***

Austin, Texas, United States

**\*\*Languages:\*\***

English (Native/Bilingual proficiency)

**\*\*Interests:\*\***

- Genetic design
- Robotics
- Art
- Music
- Movies
- Nanotechnology

**\*\*Certifications:\*\***

None specified

**\*\*References:\*\***

Available upon request.