

CIDNEY HAMILTON

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WORK EXPERIENCE

Cat and Witch Games

Founder

Remote

February 2022 - Present

- Designing City of Glass adventure/RPG hybrid using Godot Engine
- Consultant for Clopas, LLC, New York University's Marron Institute, and other clients on games and realtime 3D strategies

Cygnus Entertainment

Software Consultant

Remote

July 2021 - January 2022

- Prototyped initial VR port and cross-platform UI/UX for Colossal Cave Adventure for Meta Quest 2
- Onboarded and supervised engineering team
- C# code for adapting Adventure Creator plugin for Unity3D to work in VR
- Release management and build pipeline with PlasticSCM on Quest/Android and PC platforms

Transolar Games

Lead Programmer

Remote

December 2014 - October 2020

- Game systems, content, and UI/UX for 3D adventure/RPG in Unity3D
- Tools programming for narrative design and branching conversations for adventure game and visual novel spinoffs
- Test lead and release engineering for PC/Mac/Linux releases on Steam and GOG

Rue La La

Software Engineer, UI

Boston, MA

October 2011 - January 2014

- Web designer and developer for large online flash-sale platform
- Wrote and adapted front-end and back-end code in Python and JavaScript
- Maintained legacy application and codebase in Java, C++/.NET, and PHP
- One of two engineers spearheading responsive design initiative with UX department to consolidate mobile and desktop codebases

CrunchTime Information Systems

Software Engineer

Boston, MA

February 2011 - October 2012

- In-house designer and programmer leading the web versions of NetChef and Enterprise Manager apps, the "gold standard" for the restaurant and hospitality industry
- Modernized codebase from legacy Perl code reliant on IE6 to work on Firefox and Google Chrome
- Full stack engineer working with Javascript/KnockoutJS front-end and Java/Groovy backend

SKILLS

Programming Languages:	C#, GDScript, Python, Ruby, JavaScript, Java, C/C++, PHP
Game Development:	Unity3D, Godot Engine, Narrative Design with Ink, Twine, Inform
Web Development:	HTML5/CSS3, Ruby on Rails, Django, AngularJS, ReactJS, WordPress
Version Control:	git, PlasticSCM, SVN
2D and 3D Art/Design:	Adobe Creative Suite, Krita, Aseprite, Blender
Platforms:	Windows, Android, iOS, Mac, Linux, Steamworks
Languages:	English (native), German (A2), French (reading proficiency)

EDUCATION

Wellesley College

Bachelor of Arts in Computer Science

Wellesley, MA

September 2004 - December 2010

Massachusetts Institute of Technology

Cross-Registered Student and Undergraduate Research Assistant at MIT Media Lab

Cambridge, MA

2007 - 2010