

Harrison Foro

Gameplay Programmer

Bellevue, WA - Email me on Indeed: [indeed.com/r/Harrison-Foro/9c66bcbe376cf20e](https://www.indeed.com/r/Harrison-Foro/9c66bcbe376cf20e)

Authorized to work in the US for any employer

WORK EXPERIENCE

Software Engineer

Mozato (Formerly File&ServeXpress) - Bellevue, WA - June 2015 to April 2016

- Full stack engineer for a leading database driven web application in the legal industry
- Helped improve stability with third party integrations and other software vendors
- Generalist programmer that floated between multiple teams
- Maintained legacy code as well as implementing new features across a Microsoft Stack including C++, Classic ASP, ASP.Net, C#, VBScript, HTML and SQL

Game Production Programmer

Her Interactive - Bellevue, WA - November 2011 to March 2015

- Participated in highly collaborative game pipeline to create and ship seven different PC/Mac games
- Pioneered several different process improvements to increase efficiency, consistency, and accuracy
- Participated in Alpha Feedback loop for puzzle prototyping
- Built multiple minigames, puzzles and other script driven content to designer specifications
- Responsible for implementing and maintaining character conversation and core game logic
- Owned and maintained code snippet collection used throughout production team

Faculty Research Intern

University of Washington Bothell & Center for Serious Play - Bothell, WA - January 2011 to March 2011

- Collaborated with a team of developers and artists to produce a serious game aimed at replicating campus tour information
- Front-end Webmaster, Primary Technical Writer, and Lead Play tester on project

EDUCATION

Bachelor of Science in Computer Science

University of Washington Bothell - Bothell, WA
June 2011

SKILLS

C++ (5 years), C# (5 years), Java (3 years), LUA (4 years), SQL (3 years), HTML (2 years), Asp.Net (1 year), Javascript (1 year), CSS (1 year)

LINKS

<http://www.linkedin.com/in/hrforo>

ADDITIONAL INFORMATION

- Familiar with industry standard IDEs, source control, and bug tracking solutions
- Proficient and experienced with Microsoft Visual Studio and Team Foundation Server
- Familiar with interfacing with custom APIs and middleware libraries
- Proven ability to effectively teach and explain concepts to a wide variety of individuals
- Track record of hitting deadlines and finishing projects on schedule
- Used to working in collaborative teams, including cross-department with design, art, and QA
- Effective writer with a keen sense of organization and structure
- Strong ability to tailor communications to a target audience
- Able to adapt and learn new concepts and methods quickly