Ian Moon

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Education

Rochester Institute of Technology
Bachelor of Science in Game Design and Development
August 2015 - May 2019, Rochester NY
GPA: 3.62
Selected Courses: Game Development and Algorithmic Problem Solving I & II, Math Graphical Simulation I
& II, Web Design and Development, Data Structures and Algorithms I

Awards

Magna Cum Laude

Experience

IT Manager
Camco Manufacturing
April 2020 - Present
Tasks:
- Converting numerous MS Access applications to newer technologies (Blazor Server, SQL, Entity
  Framework Core)
- Managing five other IT members/C# Developers on database related projects
- Maintaining current MS Access applications and handling IT-related tasks on-site

Game Designer/Programmer
Funkitron, Inc.
January 2018 - August 2018
Tasks:
- Designed and programmed over 150 unique levels for Funkitron's match-three game, Cascade.
- Wrote comprehensive bug reports dealing with game mechanic interactions.
- Extensively tuned 40+ levels to better match user expectations.
- Led the design process in ensuring that collections of levels throughout sections of Cascade
  matched on theme and story.
- Handled designing pathways, character animations, level placement, and other functionalities on
  Cascade's overworld map.

Level Balance Tester
Funkitron, Inc.
May 2017 - January 2018, September 2018 - April 2020
Tasks:
- Tested over 400+ levels of Funkitron's match-three game, Cascade.
- Ensured that levels met a series of criteria determined to give the desired user experience such as
  playtime, difficulty curve, and level flow.
- Reported and filed bug reports related to the gameplay experience.

Projects

Once A Rogue
- **Team Size:** 4
- **Duration:** 11 Weeks (Spring 2016)
- **Project Type:** RPG-Roguelike
- **Software/Language:** Visual Studio and Monogame using C#
- **Role:** Enemy Design & Programming,
  AI Programming, Ability Design, Tool Creation, Debugging
- **Description:** A 2D role-playing game that utilizes procedurally
  generated content

Decked Builder
- **Team Size:** Personal
- **Duration:** 3 Weeks (Fall 2017)
- **Project Type:** Deck Builder
- **Software/Language:** Adobe Brackets using HTML, JavaScript, React.JS, CSS, NodeJS,
  and MongoDB
- **Description:** A site for building Magic: The Gathering decks.

Skills

Languages and APIs:
- C#, JavaScript, HTML/CSS, NodeJS, Blazor, Entity Framework Core

Development Softwares:
- Microsoft Visual Studio, Adobe Brackets, Unity 5.x, Monogame

Technologies:
- Version Control (Github/SourceTree), WPF, WinForms

References Available Upon Request