

Justin Dambra

Game Producer

New York, NY - Email me on Indeed: [indeed.com/r/Justin-Dambra/32f6d57054e55669](https://www.indeed.com/r/Justin-Dambra/32f6d57054e55669)

Seeking a full time position as a video game producer

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer

Workinman - November 2012 to Present

Nintendo, Nickelodeon, Disney, Nick Jr, Disney Jr., Sesame Street, and Cartoon Network

- All games were javascript based, and often required special features such as accelerometer controls or service analytics
 - Researched and developed certain features:
 - Facebook API integration (ex. Posting screenshot of a game to user's wall)
 - Sound fallback on IE 9&11 (workaround when exceeding HTML's audio limit on these browsers)
 - Converting JS accelerometer controls to Haxe
 - Feature detection in order to know if browser supported the game
 - Communicated with the client on a regular basis to make sure the end product went above and beyond
- Worked on teams varying from 2 - 10 people at a time, often in a lead role

- Notable Projects:

QA Intern

App Partner Development - June 2012 to August 2012

- Designed levels, debugged projects, and worked with other developers on various problems
- Established the first internal QA department for this company

EDUCATION

BA in Game Design and Development

Rochester Institute of Technology

2013

SKILLS

HTML5 (5 years), Javascript, Javascript (3 years), Haxe, Haxe (3 years), Objective C, Unity3D (2 years), Objective C, Objective C (2 years)

LINKS

<http://Www.Justindambra.com>

ADDITIONAL INFORMATION

Skills

- ❖ Strong organizational and management skills
- ❖ Able to work under pressure and reach deadlines]
- ❖ Programming Languages: HTML5(Expert), Haxe (Expert), Javascript(Expert), Actionscript(Expert), NodeJS (Proficient), Objective C (Proficient), C#(Familiar), C++(Familiar), SQL(Familiar), Swift (Familiar)
- ❖ Development Tools: JIRA, Git, Adobe Flash, PhotoShop, Unity3D, Visual Studio, Maya, Xcode, Spriter, Flump, Texture Packer, Audacity, Charles