

George Quinn

video game developer - Self Employed

Tacoma, WA - Email me on Indeed: [indeed.com/r/George-Quinn/fd12666830822879](https://www.indeed.com/r/George-Quinn/fd12666830822879)

WORK EXPERIENCE

video game developer

Self Employed - February 2008 to Present

Designed, implemented, tested and updated video game software on a number of platforms in various languages

- Developed custom OpenGL/C# 2D game engine
- Worked independently and as part of a team to deliver software on schedule
- Worked remotely using cloud technologies and SVN
- Collaborated with external companies and individuals to obtain and implement game assets
- Collaborated with publisher on deployment, marketing and sales
- Provided tech support and debugging services
- Performed community support/relations services
- Managed business finances, purchasing of equipment and software

EDUCATION

B.S. in Computing

University of Sunderland

September 2002 to June 2006

SKILLS

3D Graphics (3 years), Architecture (3 years), C# (9 years), OPEN GL (9 years), OpenGL (9 years)

ADDITIONAL INFORMATION

Skills

- Languages: C#/.NET, Java, C++, php
- Development for Windows, Linux, iOS and Android systems
- 2D and 3D graphics programming (OpenGL and DirectX)
- System architecture and design