

Sharan Volin

Programmer

Los Angeles, CA - Email me on Indeed: [indeed.com/r/Sharan-Volin/c31b1174e02350f0](https://www.indeed.com/r/Sharan-Volin/c31b1174e02350f0)

Authorized to work in the US for any employer

WORK EXPERIENCE

Contract Game Programmer

Kite & Lightning - Santa Monica, CA - December 2016 to December 2016

- Blueprint scripting and C++ in Unreal Engine 4 for a VR game..

Contract Game Programmer

Mogol - Culver City, CA - May 2016 to September 2016

- Actionscript 3/Starling programming on Terminator Resistance (iOS)
- PHP/AWS/Riak programming on customer service tool for the game.
- AI/Pathfinding fixes in Actionscript 3

Contract Programmer

Milo Digital - Burbank, CA - February 2016 to May 2016

- Occasional part time work on Flash banner ads.

Programmer

Blind Squirrel Games - Santa Ana, CA - June 2015 to October 2015

UI Programming in C++, Unrealscript, and Actionscript on unannounced title (Xbox One/PS4/PC).

Programmer II (UI)

Sony Online Entertainment - San Diego, CA - November 2013 to April 2015

- UI Programming in Actionscript/Scaleform, Lua, and XML on the Landmark/Everquest Next team.
- C++ programming and creation of a simple datasource for an update to the Teleport UI in Landmark.
- Fixing bugs in Actionscript, Lua, XML, and C++ and redirecting bugs that weren't in my area to the appropriate people.
- Working with designers, artists, programmers, producers, and QA to make the best UI possible.

UI Engineer

Marquee Productions - April 2013 to July 2013

- UI Programming in Actionscript/Scaleform, Unrealscript, and some C++ in the Unreal Engine.
- Converting existing AS2 2 widgets to AS, and building AS3 library for FlashDevelop utilizing Scaleform CLIK Controls.
- Building Unrealscript classes to handle interaction with the Scaleform widgets.

UI Scripter

Electronic Arts - Playa Vista, CA - March 2012 to January 2013

- Flash/AS2 UI Scripting for Scaleform and managed UI localization for Medal of Honor: Warfighter.
- Scaleform UI Scripting on Army of Two: The Devil's Cartel.
- C++ and Scaleform UI Programming for Credits screen and ticker on the main menu on Army of Two: The Devil's Cartel.

Game Programmer

Asvathaa - February 2011 to March 2012

- Flash/AS3 and PHP programming on Karma Kingdom Facebook game.
- Working with Facebook request and credits code.
- Assisted Indian team with porting server code to work with Ibibo Indian game site.

Part Time Faculty

The Art Institute of California - April 2011 to June 2011

Taught Fundamentals of Authoring (Actionscript) and User Interface Design 2

Part Time Faculty

The Art Institute of California - Santa Monica, CA - July 2010 to June 2011

- Taught Fundamentals of Programming (C++) in Game Programming degree.
- Taught Artificial Intelligence and Physics, Winter 2011.
- Taught Advanced Artificial Intelligence, Spring 2011

Game Programmer (Contract)

Collision Studios - December 2009 to February 2011

- C++/Lua programming/bug fixes using the Playground SDK on Mavis Beacon Schools.
- C++ and Lua game programming on game update (Mavis Beacon Keyboarding Kidz) using the Playground SDK - Updated to the latest version of the SDK, fixed bugs related to the update, and made UI updates.
- Actionscript 2 Flash Game programming on National Geographic DogTown game (PC download and web demo version) - took existing game, cleaned it up, fixed the bugs, and got it ready to ship.

Game Developer - Contract

N/A - August 2006 to February 2011

Clients include: Animax Entertainment, Popkiller Games, Zack Ford Games, Psychic Bunny, etc.

- FMOD/Objective C bug fixes for Fart Battles iPhone game (no longer available).
- Worked with PHP and Facebook API on unreleased Facebook games.
- Actionscript 3 Flash and Back-end Java Game programming on virtual world site.
- Programmed Flash/Actionscript games for Bratz demo.
- Flash/Actionscript programming for demo for Sony Ericsson.

Game Developer

Zero G Games - June 2009 to July 2010

July '08-October '08

- Actionscript 3 Game programming on Repomen Cometh, a facebook game demo, and various other projects.
- Built audio engine, level/asset loading, layout and design, gameplay, etc. on Flash demo of "Mevo and the Grooveriders".
- PHP backend programming to connect with Flash projects.

Game Developer

Animax - November 2008 to June 2009

- Flash/AS3 Game programming for Ty Beanie Babies, Ty Girlz, Spinmasters Techdeck, Rainbow Brite, etc.
- Debugging and updating existing Actionscript 2/3 games and virtual world sites in both Flash and Flex.

Game Programmer (Contract)

Infinite Monkey Factory - August 2006 to November 2007

- Flash/Actionscript programming for Star Wars Galaxies: Complete Online Adventures bonus DVD-ROM.

- Worked on PC port of game for Shrek the Third at Seven Studios, released in May '07:
- Integrated FMOD C++ code for audio
- Work on Save/load functionality for game and options saving in C++
- UI programming work in C++ and Lua
- 3D Java programming for unnamed project using jMonkey Engine:
- Programmed Camera, User Interface.
- Converted object manipulation code into a reusable component.

Game Programmer

Information Sciences Institute - February 2006 to August 2007

- Flash/Actionscript and server-side Java programming for educational games to teach math to K-12 students
- Extensively expanded Java testing code to assist in debugging
- Maintenance and updating of MySQL Database/PHP/MYSQL programming to make web pages easier to maintain

More professional experience available on request.

TEACHING

EDUCATION

M.S. in Computer Science

University of Southern California via the Distance Education Network - Los Angeles, CA

August 2014 to May 2017

M.S. in Publishing

Pace University

August 2011

B.S. in Computer Science

University of Southern California

September 2004 to May 2009

M.S. in Interactive & New Communication

Florida State University

December 1997

B.A. in Liberal Studies

SUNY at Stonybrook

December 1991

LINKS

<http://www.svggames.com>

ADDITIONAL INFORMATION

SKILLS & QUALIFICATIONS:

Languages and APIs: C/C++, Lua, Actionscript 2/3, XML, Java, DirectX, OpenGL, Facebook API, Visual Basic, Unrealscript, Torquescript, Objective C, F-Mod, XACT, Wwise, Javascript, ASP, JSP, SQL, Perl, PHP, HTML/CSS, UML, Assembly Language

Software: Visual Studio, Photoshop, Flash, Pro Tools, Logic Pro, SoundForge, Perforce/SVN/Visual SourceSafe/etc., Maya

Engines: Torque (TGE, TGEA, TGB), Ogre, Scaleform, Frostbite 2, Unreal

Platforms: PC, Xbox 360, Playstation 3, Nintendo DS (Homebrew), Macintosh, iPhone/iPod Touch, Unix/Linux, Older computers

PUBLISHED GAME TITLES

- Currently unannounced title (Xbox One/PS4/PC)
- Landmark: <https://www.landmarkthegame.com>
- Army of Two: The Devil's Cartel
- Medal of Honor: Warfighter
- Shrek the Third (Windows PC)
- Mavis Beacon Keyboarding Kidz and Schools Edition
- Star Wars Galaxies: Complete Online Adventures (Bonus DVD)
- National Geographic DogTown (PC downloadable game and web demo):
- Mevo and the Grooveriders web demo, Repomen Cometh movie tie-in, and other Flash games