John Lawton Tilley

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Highly skilled and experienced Game Developer with over 6 years of development expertise in Unity and Unreal Engine. Proficient in blockchain technology, with a strong understanding of smart contracts and decentralized applications. Passionate about creating immersive and engaging gaming experiences. Strong problem-solving abilities and a proven track record of delivering high-quality projects.

Skills & Abilities

- Game Development (Unity, Unreal Engine)
- C#, C++, and Java programming languages
- 3D Modeling and Animation
- Gameplay Mechanics Design
- Problem-solving and Debugging
- Blockchain Technology (Smart Contracts, Decentralized Applications)
- Team Collaboration and Communication

Experience

The Colony, TX | Jan 2022 - Present

Chief Technology Officer, 5zeroinfo

- Collaborated with a team of developers to design and implement gameplay mechanics for a highly successful mobile game.
- Developed and maintained game systems, including player controls, AI behavior, and physics simulations.
- Integrated blockchain technology into the game to enable in-game asset ownership and trading using smart contracts.
- Conducted regular testing and debugging to ensure smooth gameplay experience and fix any issues.

Grandscape, The Colony, TX | Jun 2017 - Dec 2022

Junior Game Developer, Immersive Gamebox -

- Assisted senior developers in designing and implementing game features using Unity and Unreal Engine.
- Participated in code reviews and provided constructive feedback to improve code quality and maintainability.
- Collaborated with artists and designers to integrate assets and ensure cohesive gameplay experiences.
- Researched and implemented blockchain technology for a proof-ofconcept game project.

Education University of Dallas – TX – Computer Science

Sep 2013 – Jun 2017

I completed my Bachelor of Science degree in Computer Science from the University of Dallas, located in Dallas, TX. Throughout my time at the university, I gained a comprehensive understanding of computer science principles, programming languages, and software development methodologies.

The curriculum at the University of Dallas provided me with a strong foundation in various areas of computer science, including algorithms, data structures, and object-oriented programming. I actively engaged in coursework that involved problem-solving, critical thinking, and hands-on programming projects.

Moreover, I had the opportunity to collaborate with fellow students on group projects, which enhanced my teamwork and communication skills. These experiences allowed me to develop a well-rounded skill set and a deep understanding of the theoretical and practical aspects of computer science.

During my studies, I also took elective courses that focused on game development and blockchain technology. These courses provided me with specialized knowledge in Unity and Unreal Engine for game development, as well as an understanding of blockchain fundamentals, smart contracts, and decentralized applications.

Overall, my education at the University of Dallas has equipped me with the necessary technical skills, problem-solving abilities, and a strong foundation in computer science to excel in the field of game development, including expertise in blockchain technology.

Certifications

Certified Game Developer

Description: This certification validates my proficiency in a specific area related to game development or blockchain technology. It demonstrates my commitment to continuous learning and staying updated with the latest industry trends and technologies.

Certified Ethereum Developer

Description: This certification further enhances my skills and knowledge in a specific domain relevant to game development or blockchain technology. It showcases my dedication to professional growth and my ability to apply industry best practices in my work.

Languages

- English (native)
- Japanese (fluent)

Personal Projects

KOMMANDO V3

Description: In this personal project, I developed a 3D multiplayer game using Unity and integrated blockchain(Hedera) technology for in-game asset ownership and trading. I was responsible for designing and implementing the gameplay mechanics, creating interactive environments, and ensuring smooth multiplayer functionality. This project allowed me to showcase my skills in game development and demonstrate my understanding of blockchain integration in gaming applications.

Shroom Kingdom

Description: As part of this personal project, I created a decentralized application (DApp) using blockchain technology. The DApp aimed to solve a specific problem or provide a unique solution in a particular industry. I was involved in the entire development lifecycle, including smart contract development, front-end design, and integration with the blockchain network. This project allowed me to deepen my understanding of blockchain technology and its potential applications beyond gaming.

