Mike Kasprzak

Portfolio: **mikekasprzak.com**

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EXPERIENCE

Ludum Dare, Online — *Developer, Caretaker*

2015 - PRESENT

Developing custom software and toolchain to replace our aging website. Uses JavaScript (ES6), PHP 7, Vagrant, Preact (like React), Node, Rollup, GNU Make, and other modern web and development tools. Open source.

2002 - PRESENT

The world's largest Online Game Jam event. ludumdare.com

I'm part of the team that established this event. Originally a hobby we ran together, today I am the sole person responsible for the event. I handle scheduling, manage the servers, and the community.

In recent years, the event's popularity grew so much, I had to put my games business on hold to spend more time on it.

Sykhronics Entertainment, London ON — *Owner*

2006 - 2015, ON HIATUS

Small award winning independent game studio owned and operated by myself. For a while it had 1 other employee, but I eventually switched to working solo or with contractors. Sykhronics primarily aimed to create original games for a variety of systems and platforms, but occasionally did contract work for other companies.

Sykhronics Entertainment was a licensed **Sony PSP**, **Nintendo 3DS**, **Nintendo Wii U**, **Steam**, **Apple**, and **Android** developer. Sykhronics also developed and published software for Amazon Kindle, Symbian, Nokia Maemo, Palm webOS, Intel AppUp, Intel MeeGo/Moblin, GameTree.TV, Microsoft Windows Mobile, Microsoft Windows Phone, Blackberry, Tizen, Samsung Bada, Linux, and Microsoft Windows.

Notable Released Projects:

Smiles HD (or sometimes "**Smiles**") - smileshd.com

Released for multiple platforms, most of which don't exist anymore. Winner of multiple awards. Finalist in the **Independent Games Festival Mobile** in 2009.

Unreleased projects can be found in my portfolio: mikekasprzak.com

CONTRACT WORK

2016

Digistump LLC, Portland OR - Added initial support for the Oak development board/IOT Module (ESP 8266) to the Arduino IDE.

2013

Shaw Cable, Calgary AB - On site, and working with a team in India, developed an Android and iOS TV guide to the spec of the client using proprietary HTML5 stack. Contract work done on behalf of **Itaas Inc.**

Itaas Inc, Deluth GA - Provided HTML5 Training a the London ON office, to prepare them for work with next generation TV set-top boxes.

2011

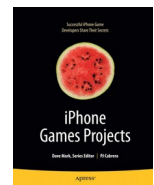**Hemisphere Games**, Montreal QC - Ported **Osmos** game to Intel's AppUp platform.
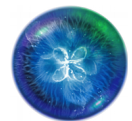
2010

Big Blue Bubble, London ON – Ported **Thumpies** game to Samsung's Bada platform.

2009

Apress, Berkley CA - Wrote a chapter for the book "**iPhone Games Projects**".

Big Blue Bubble, London ON — *Technical Director*

2004 - 2005

Game Development Studio. I acted as the Technical Director while the company was a startup, advising and assisting the project leads, interviewing candidates, among other things. I also personally lead and developed several projects.

Notable roles on released projects:

Atomic Betty - GameBoy Advance - Lead, Engine Programmer
Dragon Tower - J2ME Mobile - Lead Programmer
Mage Knight - Nintendo DS - (Prototype) AI Programmer
Connect 4 - Mophun Mobile - Complete Port (J2ME to C)
Barry Bonds Home Run History - Mophun - Complete Rewrite Port

Digital Illusions Canada, London ON — *Senior Programmer*

2001 - 2004

Game Development Studio. Formed after Sandbox Studios was purchased by Digital Illusions. In general I lead one of two teams at the studio doing handheld games. As the resident expert in our handheld division, I supported both teams technically, and established our shared workflow.

Notable roles on released projects:

Barbie Gotta Have Games - PlayStation - Tech Lead, Programmer
Polly Pocket - GameBoy Advance - Tech Lead, Programmer
Secret Agent Barbie - GameBoy Advance - Lead, Engine Programmer
Diva Starz: Mall Madness - GameBoy Color - Tech Lead, Programmer
Jump Start: Dino Adventure - GameBoy Color - Lead Programmer

Sandbox Studios, London ON — *Senior Programmer*

1999 - 2001

Game Development Studio. Hired as a "GameBoy Programmer" (I previously had homebrew GameBoy development experience). I helped establish the "Handheld" division, including the workflow we used for our projects.

Notable roles on released projects:

The Emperor's New Groove - GameBoy Color - Engine Programmer
Hoyle Card Games - GameBoy Color - Lead Programmer

Other — *Computer Technician, "Manager's Assistant"*

1997 - 1998

A variety of roles at retailer **Computers Canada** and **Microcad Computer Corporation** (parent) in London ON.

AWARDS

GameTree.TV Developer Competition (2011) - Winner: Developers Choice Award for Smiles HD.

Intel Atom Developer Challenge (2010) - Winner: Most Elegant Design Award for Smiles HD.

Bung 3rd Amateur Game Coding Competition (2000) - Neo Geo Pocket 3rd Place for SykoWar.

Bung 2nd Amateur Game Coding Competition (1999) - GameBoy Runner Up for Poke Da Mon and Combat Soccer.

NOMINATIONS

Independent Games Festival Mobile (2009) - Finalist: Best Mobile Game for Smiles.

Slamdance Film Festival (2006) - Finalist: Popcap Casual Game Award for PuffBOMB.