Ian Ford

2716 East 67th Street Indianapolis, Indiana 46220
(317) 201-694 | ianjford@hotmail.com | intrepidartisan.com

Education

Indiana University, Bloomington   December 2016
Bachelor of Arts in Computer Science
Minor in French

Work Experience

Indiana University, Bloomington, IN   Fall 2015 – Present
Game/Web Development
- Joined the WaterWorks team after the previous programmer left to finish the project.
- Work with a multidisciplinary team to create our research based game.
- Helped develop new UI, game systems, and game features with another programmer. Also maintained master game repository and server.
- Plan to deploy our web based game and gather research and statistical information about it in the hopes of improving awareness concerning water systems.

Marvel Entertainment, Burbank, CA   Summer 2016
Video Game Production Intern
- Helped with production of all in-progress Marvel game titles.
- Maintained international translations, deliverables from development teams, team resources, and game master files. Tested and provided feedback for several titles as well.
- Improved workplace efficiency and ensured quality control for game titles.

Seven Jets Games, Bloomington, IN   Jan – Feb 2016
Unity Developer/Programmer (C#)
- Developed the game Zero Wing in 30 days.
- Constructed the game using the given art, music, and general design.
- Managed the game APK and released it on time.

Indiana University, Bloomington, IN   Fall 2014 – Spring 2015
Prototyping and Research
- Tested game ideas and design with Professor Mike Sellers.
- Developed a prototype for a 4x style strategy game and helped provide design input.
- Created a working build that used XML to load game data.

Plow Digital, Indianapolis, IN   Summer 2014
Unity Developer/Programmer (C#, Java)
- Worked under the Lead Programmer to work on various projects in Unity
- Created several prototype games, a couple of commercial applications, a mini-game, maintained XML sheets, did research and testing on 3rd party software, and provided level designs and testing for in-progress titles.
- Helped with the development of a sales application for Carrier and digital game walkthroughs for Brady Games. Wrote the core gameplay for the Flippy Football mini-game in Endless Blitz.

Hoosier Games   Spring 2014 - Present
- A student run organization that offers the opportunity for students to collaborate and learn.
- Under Hoosier Games I led a team of 7 total to develop the game Katabasis. I produced, lead design, and programmed Katabasis.

Skills

Platforms: Windows, Mac-OS, UNIX, Android
Languages: C#, JavaScript, HTML, CSS, Java, Scheme, Python, Visual Basic, XML, PHP, C, SQL
Developer Tools: Unity3D, Paint.Net, GitHub, WordPress, PuTTY
Miscellaneous: French, Website Design and Development, Computer Troubleshooting, Computer Networking, Natural Computing, Database Management (Access)