Ian Ford

1810 Cole Avenue Walnut Creek, CA 94596

(317) 201-694 | ianjford@hotmail.com | intrepidartisan.com

Education

Indiana University, Bloomington   May 2017

Bachelor of Arts in Computer Science
Minor in French

Work Experience

Indiana University, Bloomington, IN   Fall 2015 – Winter 2016

Game/Web Development
- 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.

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 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 one of my professors.
- 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
- Performed 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

- A student run organization that offers the opportunity for students to collaborate and learn.
- Under Hoosier Games I led a team of seven to develop the game Katabasis. I produced, led 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
Miscellaneous: French, Website Design and Development, Computer Troubleshooting, Computer Networking, Database Management