Ian Ford

722 Anza Court Walnut Creek, CA 94597
(317) 201-694 | ianjford@hotmail.com
Portfolio: intrepidartisan.com

Work Experience

Indiana University, Bloomington, IN   Fall 2015 – Winter 2016
Game/Web Development (JavaScript, HTML, CSS)
- Worked with a multidisciplinary team to create our research based simulation game.
- Developed the User Interface, game systems, and new features. 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 all titles.

Seven Jets Games, Bloomington, IN   Jan 2016
Unity Developer/Programmer (C#)
- Developed the Android game Zero Wing, a side-scrolling shooter, in 30 days.
- Designed combat flow and enemy behavior.
- Managed the game APK and released it on time.

Indiana University, Bloomington, IN   Fall 2014 – Spring 2015
Prototyping and Research (C#)
- Iterated game ideas and design frameworks through rapid prototyping.
- Developed a 4x style strategy game and helped provide design input.
- Created a working build that used XML to load various types of game data.

Plow Digital, Indianapolis, IN   Summer 2014
Unity Developer/Programmer (C#, JavaScript)
- Created several prototype games, a couple of commercial applications, a mini-game, and maintained XML sheets for them.
- 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.

Education

Indiana University, Bloomington   May 2017
Bachelor of Arts in Computer Science

Independent Game – Katabasis   Spring 2014 – Spring 2015
- 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, C, PHP , SQL
Developer Tools: Unity3D, Notepad++, Paint.net, GitHub, WordPress
Miscellaneous: French, Website Design and Development, Computer Troubleshooting, Computer Networking, Database Management