IAN FORD

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EDUCATION

Bachelor of Arts in Computer Science   May 2017

School of Informatics and Computing, Indiana University Bloomington   Bloomington, IN

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 (Los Angeles, CA)   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.

PROJECTS

Katabasis
Project Manager, Lead Programmer, Lead Designer   Spring 2014 – Spring 2015

- Led a team of seven to develop an independent puzzle game, Katabasis

ABOUT

- Hands-on Builder
- Keen Observer
- Trouble Shooter
- Team Player
- Discerning User
- Chef
- Mixed Martial Artist

SKILLS

Languages
C#
Javascript
HTML
CSS
Java
Scheme
Python
Visual Basic
XML
C
PHP
SQL

Platforms
Windows
Mac-OS
UNIX
Android

Developer Tools
Unity3D
Notepad++
Paint.net
GitHub
WordPress

Miscellaneous
French
Web Design and Development
Computer Troubleshooting
Computer Networking
Database Management