Ian Ford

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Portfolio: intrepidartisan.com

Work Experience

Kinima.fit, San Francisco, CA   Spring 2017 –Now
Unity Developer
- Helped setup an automatic system for gathering application footage during testing.
- Implemented an AWS solution for cloud storage of media.
- Identified and fixed bugs in various parts of the project such as UI and the loading of non-local media.

Indiana University, Bloomington, IN   Fall 2015 – Winter 2016
Game/Web Development (JavaScript, HTML, CSS)
- Worked with a multidisciplinary team to create our research based strategy-simulation game.
- Developed career progression menu and implemented parts of the in-game UI.
- Created an algorithm based how water truly flows in various environments to efficiently distribute resources

Marvel Entertainment, Burbank, CA   Summer 2016
Video Game Production Intern
- Reviewed incoming deliverables to ensure accuracy, quality, and faith to the brand.
- Performed character research and updated team resources to reflect the status of changing histories.
- Tested in-progress titles and provided feedback for my superiors and development teams.

Seven Jets Games, Bloomington, IN   Jan 2016
Unity Developer/Programmer (C#)
- Developed the Android game Zero Wing, a side-scrolling shooter, in 30 days.
- Used elapsed game time to create dynamic and random enemy loading system with increasing difficulty.
- Created gameplay videos and video chat to update and communicate with my production liaison remotely.

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 which used XML to load objects instances into the game.
- Inserted a fog of war, multiple unity deployment, and a limited research tree.

Plow Digital, Indianapolis, IN   Summer 2014
Unity Developer/Programmer (C#, JavaScript)
- Created several prototype games, implemented animations, and maintained XML sheets for all Plow titles.
- 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 Games
Katabasis   Spring 2014 – Spring 2017
- Led a team of seven to develop the game Katabasis. Managed the team, led design, and handled nearly all programming.

Tech Giant   Summer 2017 - Current
- Collaborated with a designer to create business idle game. Designed and developed UI around given specifications and used PlayFab as a backend.

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++, PlayFab, Construct 2, AWS, Paint.net, GitHub, WordPress
Miscellaneous: French, Website Design and Development, Computer Troubleshooting, Computer Networking, Database Management