Ian Ford

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Education

Indiana University, Bloomington   Expected graduation date: December 2015
Bachelor of Science in Computer Science
Minor: French

Work Experience

Indiana University, Bloomington, IN   Fall 2013 - Spring 2014
Undergraduate Instructor for C211 (Introduction to Computer Science)
- Attended weekly staff meetings where the professor provided curriculum and schedule updates
- Reading others code, providing advice, and debugging were essential and well used skills
- Lead a laboratory session each week to present new concepts and functions that will be used in upcoming work
- Worked with all of the instructors, up to 30+ people since there are so many students, to efficiently grade exams

Plow Digital, Indianapolis, IN   Summer 2014
Unity Developer/Programmer (C#, Java)
- Helped develop an application for Carrier for use in product demonstrations
- Created several small game demos of different genres in the process of training and developing my skills
- Maintained XML data and provided testing for several games and applications.
- Researched 3rd party software for implementation in our projects

Hoosier Games   Fall 2013 - Now
Designer, Programmer, Producer
- I am a part of this student run organization that develops and produces independent video games
- This has provided me an opportunity to pitch games, trade critique and ideas, and share experience
- Each month I, along with my team, would present progress reports to the rest of the group, as well as professors, and a local game company called Wisdom Tools. This allowed me to receive important criticism and advice
- The nature of the group has allowed me to work in teams of multiple disciplines (sound, art, programming, design)

Indiana University, Bloomington, IN   Fall 2014 - Now
Prototyping and Research
- Currently we are working on a 4x style strategy game with a focus on discovery
- We have weekly meetings to design the prototype and collaborate
- I am responsible for all programming and project source control

Projects

Katabasis
- This is a game I conceptualized by myself and began to work on alone but Hoosier Games allowed me to collect a full group of talent to take the game to completion.
- I'm lead designer and programmer for the game and am responsible for coordinating the team and taking them through the development process

Endless Blitz
- I coded a Flappy Bird-like game for Plow Games' Endless Blitz in Java

Other games
- Santa's Merry Mission, Unnamed Project with Mike Sellers, as well as several official walkthroughs for games
- I have a number of smaller games that I've developed in Unity-3D as demos

Skills
Platforms: Windows, Mac-OS, UNIX, Android
Languages: C#, Java, Scheme, Python, Visual Basic, XML, HTML, CSS, C
Developer Tools: Pain.Net, GitHub, PuTTY, Source Tree
Miscellaneous: French, Computer Troubleshooting, Structured Query Language, Computer Networking, Natural Computing, Database Management (Access)