Ian Ford

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Education

Indiana University, Bloomington   Expected graduation date: December 2016
Bachelor's in Computer Science w/ French

Work Experience

Plow Digital, Indianapolis, IN   Summer 2014
Unity Developer/Programmer (C#, Java)
- Helped develop an application for Carrier to be used when introducing their products
- 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
- Developed the Flippy Football mini-game in Endless Blitz, a game that Plow developer before I joined.

Seven Jets Games, Bloomington, IN   Jan – Feb 2016
Unity Developer/Programmer (C#)
- I was contracted by Seven Jets Games as a part of their mini-game program to develop a small mobile game in 30 days.
- The game is called Zero Wing and is an infinitely side-scrolling shoot'em up. One of the major features of the game is that the difficulty increases over time and after four minutes it is supposed to be extremely difficult.
- They provided art, music, and the general design of the game. I put the project together, coded everything, and setup the android APK on Google Play.

Indiana University, Bloomington, IN   Fall 2014 - Now
Prototyping and Research
- Currently on hold, Mike Sellers hired me to do prototyping and we started with a 4x style strategy game with a focus on the discovery of technologies and civilization advancement
- I handled all of the development and source control and tried to provide input on design when I could (since I'm a novice and he's a veteran). Both he and I migrated to work on Water Works but this is still an active position.

Indiana University, Bloomington, IN   Fall 2015 - Now
Game/Web Development
- I work with the SPEA school at IU to create the Water Works web game. This game hopes to teach users a better understanding of modern water systems and push them to use water more responsibly.
- This is done by allowing them to build a running community through the development of a water system.
- As an abstract this project also hopes to discover whether game players will adjust their behavior according to information presented in-game and derive greater understanding by playing the game.

Hoosier Games
- A student run organization at Indiana University Bloomington which aims to provide students with the opportunity to get together and create games. Each semester there is a pitch day where students show off their ideas and members lobby for which game they want to work on. Pitchers who attract enough attention assemble a team and begin development. Over the semester the teams will present any progress to the whole group and receive advice, criticism, or encouragement.

Skills
Platforms: Windows, Mac-OS, UNIX, Android
Languages: C#, JavaScript, HTML, CSS, Java, Scheme, Python, Visual Basic, XML, PHP, C
Developer Tools: Unity3D, Paint.Net, GitHub, WordPress, PuTTY
Miscellaneous: French, Website Design and Development, Computer Troubleshooting, Structured Query Language, Computer Networking, Natural Computing, Database Management (Access)