

# 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 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 3<sup>rd</sup> party software for implementation in our projects
- Developed the Flippy Football mini-game in Endless Blitz.

**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 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 be actively 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 by allowing them to build a running community by developing a working 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 greater understanding drawn from 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 play. 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.

## Projects

- **Katabasis** – A top down adventure game with a focus on solving puzzles. I am Lead designer/developer and project manager.
- **Water Works** – Isometric city building game about modern water systems. This also is a part of research into influences of games on player behavior.
- **Schmup** – Vertical infinite runner shoot'em-up in space. This is strictly a demo piece that I return to over time to improve.

## 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)