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 3rd 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)