**Ian Ford**

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# Education

**Indiana University**, Bloomington Expected graduation date: December 2016

*Bachelor’s in Computer Science w/ Minor in French*

# Work Experience

**Plow Digital,** Indianapolis, IN Summer 2014

*Unity Developer/Programmer (C#, Java)*

* My first task at Plow was creating a series of smaller games to familiarize myself with Unity. Then I learned how to use XML and began maintaining that code on various projects. I also researched 3rd party software for implementation in our projects.
* Helped with the development of several projects like Brady Games’ Last of Us walkthrough application and a marketing application for Carrier.
* I wrote the foundation for the Flippy Football mini-game in Endless Blitz, a mobile game that Plow developed before I joined.

**Indiana University**, Bloomington, IN Fall 2014 – Spring 2015

*Prototyping and Research*

* Mike Sellers hired me to do prototyping on his ideas so we started with a 4x style strategy game that focused on the discovery of technologies and how it alters civilization advancement.
* I handled all of the development and source control and tried to provide input on design when I could. Both he and I migrated to work on WaterWorks.

**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.

**Marvel Entertainment**, Burbank, CA Summer 2016

*Video Game Production Intern*

* I helped with the maintenance of international translations, partner deliverables, and the team’s digital resources and project repositories.
* Provided play-testing and detailed feedback for several studio games as well as giving critical input on in-game dialogue, game scripts, and video trailers.

**Indiana University**, Bloomington, IN Fall 2015 – Now

*Game/Web Development*

* I work with a team based out of a research lab at Indiana University. This game hopes to teach users a better understanding of modern water systems and push them to use water more responsibly. We will record data about user’s play and record their answers to research-based surveys to verify that the game properly teaches people about the water system.
* This is done by allowing them to build a running community that relies on a working water system. By slowly introducing them to the many pieces of the system, what function they provide, and how they affect the world we hope the users will not only develop a working knowledge of water systems but have fun too.

# 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.
* Under Hoosier Games I was able to raise a team of 7 students to create our own Indie game called Katabasis. It is currently in open beta on itch.io and we hope to finish it soon. The game is an attempt at something simple, atmospheric, and engaging. The game length is about one hour but during that time you’ll take a young boy on a journey through an enlightening tutorial and five more stages that are literal interpretations of the Kübler-Ross model.

# Skills

**Platforms:** Windows, Mac-OS, UNIX, Android

**Languages:** C#, JavaScript, HTML, CSS, Java, Scheme, Python, Visual Basic, XML, PHP, C, SQL

**Developer Tools:** Unity3D, Paint.Net, GitHub, WordPress, PuTTY

**Miscellaneous:** French, Website Design and Development, Computer Troubleshooting, Computer

Networking, Natural Computing, Database Management (Access)

Referrals can be provided upon request.