**Ian Ford**

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# Education

**Indiana University**, Bloomington December 2016

*Bachelor of Arts in Computer Science*

*Minor in French*

# Work Experience

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

*Game/Web Development*

* Joined the WaterWorks team after the previous programmer left to finish the project.
* Work with a multidisciplinary team to create our research based game.
* Helped develop new UI, game systems, and game features with another programmer. Also maintained master game repository and server.
* Plan to deploy our web based game and gather research and statistical information about it in the hopes of improving awareness concerning water systems.

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

*Video Game Production Intern*

* Helped with production of all in-progress Marvel game titles.
* Maintained international translations, deliverables from development teams, team resources, and game master files. Tested and provided feedback for several titles as well.
* Improved workplace efficiency and ensured quality control for game titles.

**Seven Jets Games**, Bloomington, IN Jan – Feb 2016

*Unity Developer/Programmer (C#)*

* Developed the game Zero Wing in 30 days.
* Constructed the game using the given art, music, and general design.
* Managed the game APK and released it on time.

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

*Prototyping and Research*

* Tested game ideas and design with Professor Mike Sellers.
* Developed a prototype for a 4x style strategy game and helped provide design input.
* Created a working build that used XML to load game data.

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

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

* Worked under the Lead Programmer to work on various projects in Unity
* Created several prototype games, a couple of commercial applications, a mini-game, maintained XML sheets, did research and testing on 3rd party software, and provided level designs and testing for in-progress titles.
* Helped with the development of a sales application for Carrier and digital game walkthroughs for Brady Games. Wrote the core gameplay for the Flippy Football mini-game in Endless Blitz.

**Hoosier** **Games** Spring 2014 - Present

* A student run organization that offers the opportunity for students to collaborate and learn.
* Under Hoosier Games I led a team of 7 total to develop the game Katabasis. I produced, lead design, and programmed Katabasis.

# 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)