**Ian Ford**

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Portfolio: intrepidartisan.com

# Work Experience

**Indiana University**, Bloomington, IN Fall 2015 – Winter 2016

*Game/Web Development (JavaScript, HTML, CSS)*

* Worked with a multidisciplinary team to create our research based simulation game.
* Developed the User Interface, game systems, and new features. Also maintained master game repository and server.

**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 all titles.

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

*Unity Developer/Programmer (C#)*

* Developed the Android game Zero Wing, a side-scrolling shooter, in 30 days.
* Designed combat flow and enemy behavior.
* Managed the game APK and released it on time.

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

*Prototyping and Research (C#)*

* Iterated game ideas and design frameworks through rapid prototyping.
* Developed a 4x style strategy game and helped provide design input.
* Created a working build that used XML to load various types of game data.

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

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

* Created several prototype games, a couple of commercial applications, a mini-game, and maintained XML sheets for them.
* Performed 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.

# Education

**Indiana University**, Bloomington May 2017

*Bachelor of Arts in Computer Science*

**Independent Game –** **Katabasis** Spring 2014 – Spring 2015

* Led a team of seven to develop the game Katabasis. I produced, led design, and programmed Katabasis.

# Skills

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

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

**Developer Tools:** Unity3D, Notepad++, Paint.net, GitHub, WordPress

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

Networking, Database Management