**Ian Ford**

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Portfolio: intrepidartisan.com

# Work Experience

**Kinima.fit**, San Francisco, CA Spring 2017 –Now

*Unity Developer*

* Helped setup an automatic system for gathering application footage during testing.
* Implemented an AWS solution for cloud storage of media.
* Identified and fixed bugs in various parts of the project such as UI and the loading of non-local media.

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

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

* Worked with a multidisciplinary team to create our research based strategy-simulation game.
* Developed career progression menu and implemented parts of the in-game UI.
* Created an algorithm based how water truly flows in various environments to efficiently distribute resources

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

*Video Game Production Intern*

* Reviewed incoming deliverables to ensure accuracy, quality, and faith to the brand.
* Performed character research and updated team resources to reflect the status of changing histories.
* Tested in-progress titles and provided feedback for my superiors and development teams.

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

*Unity Developer/Programmer (C#)*

* Developed the Android game Zero Wing, a side-scrolling shooter, in 30 days.
* Used elapsed game time to create dynamic and random enemy loading system with increasing difficulty.
* Created gameplay videos and video chat to update and communicate with my production liaison remotely.

**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 which used XML to load objects instances into the game.
* Inserted a fog of war, multiple unity deployment, and a limited research tree.

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

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

* Created several prototype games, implemented animations, and maintained XML sheets for all Plow titles.
* 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 Games**

**Katabasis** Spring 2014 – Spring 2017

* Led a team of seven to develop the game Katabasis. Managed the team, led design, and handled nearly all programming.

**Tech Giant** Summer 2017 - Current

* Collaborated with a designer to create business idle game. Designed and developed UI around given specifications and used PlayFab as a backend.

# 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++, PlayFab, Construct 2, AWS, Paint.net, GitHub, WordPress

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

Networking, Database Management