# Phillip Reagan

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# **Objective:**

Passionate self-motivated programmer seeks the opportunity to develop innovative games and work with others to expand his skill set.

## **Skills:**

*Primary:* Unity3D, C#, Adobe Air, Actionscript 3 *Secondary:* C++, ASP .NET, SQL, HTML, CSS, JavaScript

# **Professional Experience:**

#### Kabam

Lead Software Engineer

June 2012 - October 2013

- Developed a space themed MMO called Imperium: Galactic War.
- Lead a team of four as we brought Imperium to multiple platforms.
- Engineered a front end architecture that allowed us to easily take the web version onto mobile devices using Adobe Air.
- Rebuilt a redesigned Imperium using a similar architecture in Unity (C#)

## Turpitude Inc.

Software Engineer

February 2011 - February 2012

- Engineered the client side architecture of Style Street.
- Developed features for the preexisting game: Wedding Street.
- Managed time, effort and communication while telecommuting full time.

## Playdom

Software Engineer

January 2008 - January 2011

- Developed Kogamu, a MMORPG designed for Facebook.
- Developed RockFREE, an MMO, similar to Guitar hero, designed for Facebook.
- Team Lead for Prize Potato, an asynchronous multi-player Facebook game designed by David Perry.
- Gained valuable experience working on and managing teams using agile methodologies.

## Jenkat Media, Inc.

Lead Flash Engineer

January 2007 - December 2007

- Developed the online game Fresh Air Solitaire and retail game Café Mahjongg
- Rescued and completed development of three online games when 3rd party developers could no longer continue production

## Demand Media, Inc.

Flash Developer

April 2003 - January 2007

- Team lead for the popular retail games: Belle's Beauty Boutique and Master Qwan's Mahjong.
- Developed the multi-player games: Pool, Backgammon, Hearts and Spades.
- Developed 12 social games spanning multiple genres.

# **Education:**

**BS** Computer Science, 2004 - University Houston Victoria **AAS Web Design, 2001** - University Houston Victoria