Employment

Developer - Freelance

07/2016 - present

Game and Web development working remotely with both local and international clients.

- Lead Unity game programmer for mobile math/logic game, Stackulator.
- Web developer for visual calculator/marketing tool.
- Utilized tools including BigCommerce, SVN, Unity Connect, Trello.

Developer - IRBsearch, LLC. Tallahassee, FL USA

08/2013 - 11/2015

Full Stack development creating and maintaining applications in an Agile environment to serve the investigative industry.

- Utilized the Spring stack, CouchDB, and AWS to efficiently and securely serve large data sets to customers.
- Developer for social media and file storage platforms.
- Created custom solution to replace outdated data reporting, increasing efficiency for customers and ease of maintenance.
- Created and integrated a mobile authentication app using Adobe PhoneGap.
- UI/UX design, interfaced with designers, created UI mock-ups.
- Worked directly with customers to develop custom reporting solutions.
- Established and maintained business relations to bolster services provided to customers.

Experience

Shallot Games, LLC – Game Development (shallotgames.com)

10/2014 - present

Founder of an iOS/Android game company - Games: Vista Golf (in development), Putthole, Bargain Bonsai, Gap Cat

- Leading design, programming, art asset creation, and branding for mobile games.
- Maintaining company infrastructure including websites, distribution platform accounts, and social media accounts.
- Utilizing various APIs and tools, including Google Analytics, Admob, Chartboost, AWS, Heroku, GitHub.
- Hired and directed contract developers/artists for various tasks.
- Customer relations, marketing, business strategy.

Putthole – iOS/Android game (shallotgames.com/putthole)

10/2016

Mobile puzzle game with 140k+ downloads and 15k+ active installations across iOS, Android, and Amazon platforms.

- Designed and programmed game using Unity (C#).
- Created all 3d models, image assets, and UI elements in Blender and Photoshop.
- Handled game branding and marketing across social media networks.
- Implemented AdMob, Game Center, and Google Play Services to serve ads and handle high scores.

Gap Cat - iOS/Android game (shallotgames.com/gapcat)

10/2014

Mobile infinite runner game with 2000 downloads across iOS and Android platforms.

- Designed and programmed game with LibGDX (Java).
- Created and integrated high score API using Java and AWS EC2/RDS to achieve cross-platform high scores.

Skills

 (8/10) Java
 (7/10) Git
 (8/10) Unity

 (7/10) C#
 (6/10) CouchDB
 (7/10) Spring + Eclipse

 (7/10) HTML/CSS
 (4/10) SQL
 (6/10) LibGDX

 (6/10) JavaScript
 (6/10) REST
 (5/10) Microsoft Visual Studio

 (5/10) JSP
 (7/10) Photoshop

 (5/10) AWS (EC2/RDS/S3)