RS

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Game/Web/Application Developer
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Employment

Founder/Developer - Shallot Games, LLC. Tallahassee, FL USA (shallotgames.com)
10/2014 – present
iOS/Android game development – Library: Putthole, Gap Cat, Bargain Bonsai
- Handling all design, programming, art asset creation, and branding for mobile games.
- Maintaining company infrastructure including websites, distribution platform accounts, and social media accounts.

Developer - Freelance
07/2016 – present
Game and Web development working remotely with both local and international clients.
- Unity game programmer for mobile math/logic game.
- Web developer for visual calculator to demonstrate company's product effectiveness.

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.
- Lead 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- Created custom solution to replace outdated data reporting, increasing efficiency for customers and ease of maintenance.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.
- Worked directly with high-profile clients to create custom data export tools.
- Established and maintained business relations to bolster services provided to customers.

Projects

Putthole - iOS/Android game (shallotgames.com/putthole)
10/2016
Mobile puzzle game with 30k+ downloads and 10k+ active installations across iOS and Android 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 hosted custom high score server using Java and AWS EC2 + RDS to achieve cross-platform high scores.

Ludum Dare - Game Jam/Competition (ludumdare.com/compo/author/rscar)
12/2013 – present
48 hour game development jam/competition occurring three times per year.
- Participated in five Compo events in which developers must create all assets individually.
- Placed 35th/1117 overall with Bortman in LD35.
- Released Bargain Bonsai (LD34 entry) for iOS and Android post-competition.

Skills

(9/10) Java	(7/10) Git	(9/10) Unity
(7/10) C#	(6/10) CouchDB	(6/10) LibGDX
(7/10) HTML/CSS	(6/10) REST	(7/10) Spring + Eclipse
(5/10) JavaScript	(5/10) JSP	(5/10) Microsoft Visual Studio
	(5/10) AWS (EC2 + RDS)	(7/10) Photoshop