Tanner Read

CONTACT INFORMATION

Phone: 814-441-4120
tread06@gmail.com
2204 Old 220 Road
Howard, PA 16841

SKILLS AND EXPERIENCE

- Experience with development environments and frameworks including Visual Studio, Unity, Node.js, Angular, Photoshop, Illustrator, Blender, XNA, and ASP.net Core.

- Experience using object-oriented programming concepts in several programming languages including C#, JavaScript / TypeScript, SQL, and Visual Basic.

- Experience developing for web, Android, iOS, Oculus Quest, webGL, and PC / MacOS platforms.

- Experience developing online multiplayer virtual reality applications in Unity.

EDUCATION

Bachelor of Science in Game and Software Development
Baker College - Flint, MI
June 2014 - June 2018

EMPLOYMENT HISTORY

Owner / Lead Developer
Makto Games / Cave Troll Studios - Howard, PA
January 2016 - Present

- Developed and released multiple small titles for mobile operating systems.
- Developed reusable and extendable gameplay systems for the Unity Game Engine including:
    - 2D and 3D character and camera controllers
    - AI state machines using various pathfinding solutions
    - Procedural generation algorithms
    - RPG combat / gameplay systems
    - VR with full body IK support
    - Implementation of various networking solutions

Programmer / Developer
Leading Role Studios - Winston-Salem, NC
June 2018 - January 2020

- Worked on webGL learning tools as a contracted developer, to include a chicken house simulator and testing user interface for North Carolina State University.
- Worked as a contractor to develop multiple virtual reality frameworks using various networking services.

Audio / Video Technician
Penn Stater - University Park, PA
August 2008 - October 2020

- Set up and operated audio, video, and computing equipment.
- Performed live audio and video mixing for recording and video reinforcement for events
- Routinely handled patching and troubleshooting of ethernet and phone lines.