

IAN FORD

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EDUCATION

Bachelor of Arts in Computer Science May 2017
School of Informatics and Computing, Indiana University Bloomington Bloomington, IN

WORK EXPERIENCE

Indiana University (Bloomington, IN) Fall 2015 - Winter 2016
Game/Web Development (JavaScript, HTML, CSS)

- Worked with a multidisciplinary team to create our research-based simulation game.
- Developed the User Interface, game systems, and new features. Also maintained master game repository and server.
- Managed the work of other developers and acted as a technical liaison.

Marvel Entertainment (Burbank, CA) Summer 2016
Video Game Production Intern

- Helped with production of all in-progress Marvel game titles.
- Maintained international translations, deliverables from development teams, team resources, and game master files. Tested and provided feedback for several titles as well.

Seven Jets Games (Los Angeles, CA) Jan 2016
Unity Developer/Programmer (C#)

- Developed the Android game Zero Wing, a side-scrolling shooter, in 30 days.

Neuropsychology Associates of Indianapolis (Indianapolis, IN) Summer 2015
WordPress Developer/Site Manager

- Setup domain and server space for old URL and migrated the site.
- Re-developed new site as per given design using a custom version of WordPress.

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 and helped provide design input.
- Created a working build that used XML to load various types of game data.

Plow Digital (Indianapolis, IN) Summer 2014
Unity Developer/Programmer (C#, JavaScript)

- Created several prototype games, a couple of commercial applications, a mini-game, and maintained XML sheets for them.
- Performed research and testing on 3rd party software and provided level designs and testing for in-progress titles.

PROJECTS

Katabasis Spring 2014 – Spring 2015
Project Manager, Lead Programmer, Lead Designer

- Led a team of seven to develop an independent puzzle game, Katabasis

ABOUT

- Hands-on Builder
- Keen Observer
- Trouble Shooter
- Team Player
- Discerning User
- Chef
- Mixed Martial Artist

SKILLS

Languages

C#
Javascript
HTML
CSS
Java
Scheme
Python
Visual Basic
XML
C
PHP
SQL

Platforms

Windows
Mac-OS
UNIX
Android

Developer Tools

Unity3D
Notepad++
Paint.net
GitHub
WordPress

Miscellaneous

French
Web Design and Development
Computer Troubleshooting
Computer Networking
Database Management