

Ian Ford

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Portfolio: intrepidartisan.com

Work Experience

Kodaro LLC, Pleasant Hill, CA

October 2017 - Now

Full-Stack Engineer (Java, Fantom, React)

- Created a load balancer using HAProxy to provide secure access to services at different endpoints.
- Implemented middleware in Java using Spring to map SQL data and serve it via GraphQL queries.
- Connected a React application to use GraphQL queries to communicate with a middle layer
- Extended domain-specific, often open-source, libraries and integrated them with our stack.
- Developed testing suites for Java libraries and connected them to their project specific CI/CD pipeline.
- Built SkySpark extensions in Fantom to connect to external API's and consume relevant data.
- Wrote SQL queries to read and write to SQL databases and connected these calls to API endpoints in legacy applications.

Indiana University, Bloomington, IN

September 2015 – December 2016

Game/Web Developer (JavaScript, HTML, CSS)

- Worked with a multidisciplinary team to develop a browser educational game focused on water conservation.
- Developed UI components in JavaScript and HTML, wrote a majority of the game logic, and provided styling in CSS.
- Refined the formula to progress the state of data in real-time and avoid memory issues.

Marvel Entertainment, Burbank, CA

May 2016 – May 2016

Video Game Production Intern

- Reviewed incoming deliverables to ensure accuracy and quality to the Marvel brand.
- Performed research and maintained data spreadsheets, research results, and accompanying media.
- Provided QA for games from developer partners.

Seven Jets Games, Bloomington, IN

February 2016 – March 2016

Freelance Unity Developer (C#)

- Developed the Android game Zero Wing in Unity using C# within the 30 day limit.
- Created a dynamic difficulty system that uses random rolls to create each wave of enemies and increases difficulty over time.

Indiana University, Bloomington, IN

September 2014 – May 2015

Prototyper and Researcher (C#,XML)

- Developed a prototype of a strategy game using Agile methodology to experiment with design and features.
- Built the game in Unity using C# and implemented features such as fog of war and loading/writing data with XML.

Plow Digital, Indianapolis, IN

May 2014 – August 2014

Unity Developer/Programmer (C#, JavaScript)

- Wrote segments of larger projects, entire mini-games, and smaller standalone games in Unity using C#.
- Implemented animations and designed levels for various titles.
- Maintained data and performed QA on projects using a multitude of hardware platforms.

Education

Indiana University, Bloomington

Class of May 2017

Bachelor of Arts in Computer Science

Skills

Platforms: Windows, Linux

Languages: Java, JavaScript, SQL, C#, HTML, CSS, Fantom, Scheme, Python, XML, C, PHP

Libraries: ReactJS, Redux, Material-UI

Technologies: Docker, PostgreSQL, HAProxy, AWS, Node.js, PlayFab

Tools: Unity3D, Shippable, Construct 2, Paint.net, GitHub, WordPress