

ROBERT SMITH

Game Programmer

Phone: (0123)-456-789 | Email: info@qwikresume.com | Website: Qwikresume.com

SUMMARY

Game Programmer with 5 years of experience in Following technical documents from our customers to mimic a real world object, and also Assisting in developing optimized road maps to support strategic initiatives.

CORE COMPETENCIES

Software Development, Electronics, Computer , C/C++.

PROFESSIONAL EXPERIENCE

Game Programmer

ABC Corporation - 2005 – 2005

Key Deliverables:

- Developed games for Windows and Mac platforms in Java, JavaScript, C#, and the Unity 3D engine v2.6.
- Wrote the algorithms for the game play in java script and C#, which is supported in Unity3D for scripting objects in the game scene.
- Ported video slot games from one proprietary system to another, without the aid of the original code.
- Collaborated with product owners, lead game designer, and team members.
- Aided in design decisions, and helped create gameplay.
- Provided and received critique in a constructive manner with suggestions and solutions for improvement.
- Created and managed extensible, high performing codebases that meet required specifications.

Game Programmer

Delta Corporation - 2000 – 2005

Key Deliverables:

- Worked on a variety of gameplay aspects such as enemy and boss AI, menu creation, particle systems, and various graphic effects such as bloom Created.
- Worked towards creating a game for Microsofts Dream Build Play challenge, coding game AI, collision detection, character animations, and movement.
- Helped complete One Must Fall Battlegrounds, a 3rd person multiplayer fighting game.
- Performed major cleanup and comprehensive bug fixes throughout the engine.
- Engineer on TetraSki and TetraSail.
- Training scenarios for tetraplegia patients for outdoor activities like skiing and sailing.
- Gameplay implementation, physics simulation, UI/UX implementation.

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EDUCATION

Associate In Arts

