

Kevin John

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Profile

Experienced in programming, production and design, I'm seeking a position to further my technical and leadership skills. I'm passionate about making great products and sweating the details to deliver them.

Experience

Sole Proprietor, Lucid Sheep Games – 2014-Present

I founded an independent game studio where I manage all aspects of mobile game production, including design, programming and marketing. I've released several mobile games - see my website, www.lucidsheepgames.com for details.

Lead Game Designer, Producer, Lead Flash Developer, Playtika Santa Monica – 2010-2014

I began as a Flash programmer, working my way up from entry level to a programming lead in 2 years. After demonstrating my leadership skills I transitioned to a producer, where I worked with tech, art, QA and marketing teams to deliver features on time using Agile methodology. I primarily worked on Bingo Blitz, a chart topping mobile casino game.

Programming Intern, Blizzard Entertainment – 2009

I worked on interface design and AI programming for the critically acclaimed Starcraft II and Hearthstone: Heroes of Warcraft. Work was primarily done in Flash and C++.

Programming Intern, Long Island Rail Road – 2007-2008

I had two summer internships where I worked on improving the company's inventory systems, report generation systems and database. Work was primarily in Java and MySQL.

Education

New York University – B.S. in Computer Science, 2010

Languages and Tools

Extensive experience in Flash AS3, Java, Lua and C#; also experienced in Javascript, C++, PHP, SQL and Python. Experienced in Excel, Word, Powerpoint and Photoshop. Comfortable with Xcode and Visual Studio for IDEs and Unity for game engines.

References

Recommendations and code examples available on request.