



Adam Ison

Game Programmer

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### **Relevant Skills**

Advanced knowledge of Unity 3d, C#, C++, PHP, Javascript, HTML, and CSS. Working knowledge of artificial intelligence techniques and programming design patterns.

### **Relevant Experience**

The Art Institute of Portland: January 2015 - June 2015

Lead Programmer OPB "Unprepared"

- Mobile Application development using LUA and Corona SDK

The Art Institute of Portland: July 2014 - December 2014

Programmer Game Production Team "Super Thrust Busters"

- Unity development and C# scripting
- Network synchronization using Photon Unity Networking
- Match and class selection, game types, player creation and death, character class functionality, character abilities, item pickups, and status effects

The Art Institute of Portland: July 2014 - September 2014

Unity Developer and Programmer "Transformation"

- Basic game play
- Artificial intelligence and path finding

### **General Experience**

Freelance: June 2013-Present

Web Developer / Consultant

- Web development consulting
- Back-end PHP web application development and MySQL database design

Base Conversion LLC: December 2013-March 2015

Web Developer / Consultant

- PHP and Drupal application development. Theming Drupal applications using Bootstrap, HTML5, and CSS3

Bravo Web Solutions: June 2007-June 2013

Senior Developer

- Custom Application and Website Development using PHP and CodeIgniter, Javascript, CSS, HTML, etc
- Drupal, Wordpress, ExpressionEngine development
- Supervised junior developers and interns
- Consulted with clients

### **Education**

The Art Institute of Portland, Portland Oregon

- Bachelor of Science (BS) Visual & Game Programming 2015