

David Johnson

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SUMMARY

Video game developer with over four years of experience in creating full games. Searching for a position focused in mechanics programming or level design in the game development industry.

EDUCATION

University of Wisconsin – Stout, Menomonie, WI ----- Graduated May 2017

B.S. in Game Design and Development, Computer Science Concentration, Math Minor

3.557 Cumulative GPA, Chancellor's Scholarship for Academic Excellence (4 time recipient)

Relevant Coursework: Game Design and Development, Web and Internet Programming, Algorithms and AI, Computer Architecture, Physics Programming, Computer Graphics

TECHNICAL SKILLS

Languages: C++, C#, Java, Javascript, XHTML, HTML5, CSS, SQL, PHP, Python

Platforms: Windows, iOS, Android, Ubuntu

Development Tools: Unity, Unreal Engine, Microsoft Visual Studio, Dreamweaver, jGRASP, Photoshop, 3ds Max, Game Maker, Stencyl, RPG Maker

GAMES AND PROJECTS (Available for viewing and playing at www.davidjohnsongames.com)

Sole Developer - Quantum Collision - 2 to 4 player 3D battle arena. Recipient of "Best Independent Game" award at the 2017 Stout Game Expo.

Lead Designer/Lead Programmer - Atomic Overload - Space-themed arcade game developed in HTML5. Created for a client in order to advertise for the Science Olympiad.

Designer/Programmer - Olymbots - Capstone game in Unity made on a team of 22 developers.

Level Designer/Programmer - Hazardous Blade Arena - Developed in Unity as part of a 48 hour game jam. Third person 3D obstacle course platformer. Designed and balanced the level.

Designer/Programmer - Rat Dash - 2D maze game with horror and puzzle elements. Created in-game lighting effects and designed levels, as well as systems for points and keys.

WORK EXPERIENCE

iD Tech Camps, Lake Forest, IL ----- June 2015 – August 2016
Game Design Instructor

- Instructed over 100 students in video game development software and game design.
- Taught classes, including Mobile Application Development, Photoshop, Unity and C#, RPG Maker, and Minecraft Mod Development.

Culver's, Portage, WI ----- June 2013 – Jan. 2015
Crew Member

- Developed skills in training employees and serving customers.

ORGANIZATIONS

Member, **International Game Developers Association (IGDA)**, 2013 – Present

Member, **People's Organization of Network Gaming (PONG)**, 2013 – Present