MOBILE GAME DEVELOPER RESUME

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Career Goal:

To showcase my talent as a Mobile Game Developer and utilize my knowledge in ASP.Net, Java, Lamp, C, C++, Java and Python to achieve organizational goals.

Technical Skills:

Sound knowledge of programming languages:

- C#.Net, Matlab
- C, C++
- Java. Perl

Proficient in implementing networking solutions:

- LAN/ WAN, TCP/ IP
- Routers, switches
- Network security

High expertise in using multiple platforms:

- MS Windows
- Linux
- Unix

Familiarity with development tools:

- Visual Studio 8.0
- SQL developer
- SQL server management studio 2005/ 2008

Quick and brilliant in utilizing mobile platforms:

- Android
- iPhone Ios

Proficient with testing tools:

- TFS, Product studio
- Win Runner, Team Explorer
- Test Director

Highly skillful in using applications like:

- MS Word, Excel
- OneNote, Outlook
- Power Point

Immense capabilities to:

- Interpret 2D and 3D graphics
- utilize data structures and algorithms

Relevant Experience:

Mobile Game Developer
BBG Management Corporation
January 2012 – Present
Harrisburg, PA

- Assisted in development and implementation of mobile games as per specifications.
- Provided technical assistance for new game features and definition of current processes.
- Resolved application related issues by debugging and integration of new game content.
- Conducted research of new technologies and trends to suggest processes in game systems.
- Responded to production related issues by diagnosis, troubleshooting and proper resolutions.
- Implemented procedures for designing, implementation and maintenance of iOS and Android game applications.
- Executed processes for software development lifecycle along with documentation and support services.

- Developed Flash game menu interfaces to purchase assets and enable HUD displays.

Mobile Game Developer
Genome International Corporation
November 2010 – January 2012
Madison, WI

- Developed innovative game play applications in coordination with artists and engineers.
- Provided technical assistance for modeling and mechanics of all game systems.
- Suggested improvements for games on basis of QA feedback, user testing and business intelligence applications.
- Conducted analysis of live game data sources for tuning and balancing of game economies.
- Participated in continuous learning of current industry trends and game designing techniques.
- Developed mock-ups, menus and interactive user interfaces for game applications and mechanics.
- Assisted in animation procedures of visual effects and required animation of characters.
- Coordinated with production team members for all phases of game development lifecycle.

Educational Background:

Bachelor's Degree in Computer Science
Silicon Valley College
August 2006 – May 2010
Fremont, CA

Professional Certification:

MDI Certified Developer – Google Android (MDICD)July 2010

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