

GUNTHER W. FOX

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C++ | C | C# | LUA | HTML | Java | Javascript | Linux | Windows | Android | Git | SVN | Vim

Work Experience:

Backflip Studios

- **Software Development Engineer** **2015 - 2018**
Worked from pre-production through live-ops on DragonVale World.
Implemented modern content delivery system for both iOS and Android.
Collaborated with art, design, QA, and production to develop time-saving tests & tools.

Microsoft Studios

- **Software Development Engineer** **2012 - 2014**
Credited on Forza Motorsport 5 with Turn 10 Studios.
Contributed to the Xbox 360's ESPN application with Skybox Sports.
Worked with pre-release Xbox One platform technology.
Developed front-end and back-end game technology.

The Emergent Media Center (EMC) – Burlington, VT

- **Game Programmer** **2011 - 2012**
Credited on Wealth Works, a game made with the Unity3D engine.
Programmed content pipelines to reduced designer and artist workload.
Reworked and maintained game architecture.

Independent Contracts

- **Software Engineer** **2010 - 2012**
Designed and programmed 8Bit TD, published on 8bit.com.
Coded LearningMaterialsWork.com for the Learning Materials Workshop.

Champlain College – Burlington, VT

- **Software Engineer/Tutor** **2008 - 2011**
Designed and Programmed educational games in both AS3 and C#.
Assisted students in mastering mathematics and software concepts.

Altech Machine & Tool Inc. – Midland Park, NJ

- **Mechanical Engineer (Intern)** **2007 - 2008**
Programmed Quality Assurance hardware to focus on customer standards.
Scheduled and Operated CNC metalworking equipment.

Education:

Champlain College – Burlington, VT

- **BS in Electronic Game Programming** **2008 - 2012**
Magna Cum Laude – Graduation Honor
Dean's List (x7)– Fall of '10, '11, '12, and Spring of '09, '10, '11, and '12
George Bradford Excellence Award – 2011

Bergen County Academies – Hackensack, NJ

- **Academy for Engineering and Design Technology** **2004 - 2008**
Best in AEDT Academy – Graduation Honor
Assistant Team Manager – for the 'BattleBots' team.
Oversaw the design, funding, and construction of the team's 'Bots.'
Participated in national 'BattleBots' competitions as a individual.