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Phillip Haye II

Software and Game Programmer

Summary of Qualifications	Well-rounded game and engine programmer with over 8 years of professional experience seeking employment with game and/or software development company.
Skills	<ul style="list-style-type: none">• Programming: C++, C#, Objective-C, Haxe, Javascript, PHP, Python, ActionScript 3, MySQL• Game Engines: Unity, Unreal Engine 4, Ogre 3D, Vicious 2• Graphics Software: Autodesk Maya, Autodesk 3ds Max, ZBrush, Substance Painter, Substance Designer, Adobe Photoshop, Adobe Flash• Version Control: Git, SVN, CVS
Work Experience	<ul style="list-style-type: none">• Floor 84 Studio, Van Nuys, CA (2010 – Present)<ul style="list-style-type: none">◦ Lead Gameplay Programmer<ul style="list-style-type: none">▪ Lead Gameplay and Engine programmer for over 100 shipped titles▪ Developed several multi-platform mobile titles on the Unity Engine▪ Created an in-house component-based HTML5 game engine that has generated over a hundred games and continues to be used▪ Integrated several games with social media platforms such as Facebook
Notable Projects	<ul style="list-style-type: none">• Tootsie POP! (2017 - iOS / Android / HTML5)<ul style="list-style-type: none">◦ Lead Gameplay Programmer<ul style="list-style-type: none">▪ Implemented core board-game mechanics and most of the game's subsystems▪ Implemented most of the game's UI and maintained the product up to and beyond its release▪ Eventually ported this game from the Unity Engine to HTML5• Stan Lee's Hero Command (2015 - iOS / Android)<ul style="list-style-type: none">◦ Lead Gameplay Programmer<ul style="list-style-type: none">▪ Spearheaded character control and enemy pathfinding▪ Implemented most unique abilities employed by both player characters and enemies▪ Worked closely with artists and designers to ensure their vision was properly represented• Man Vs. Wild (2011 - PS3 / XBox 360 / Wii)<ul style="list-style-type: none">◦ Character / Gameplay Programmer<ul style="list-style-type: none">▪ Third-person Adventure / Survival Game▪ Implemented many of the mini-games and interactables throughout the game world
Education History	<ul style="list-style-type: none">• University of Advancing Technology (2008 - 2010)<ul style="list-style-type: none">◦ Tempe, AZ◦ Bachelor's in Game Programming (<i>In Progress</i>)