

Owen McNamara

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Game Programmer

Objective: A **Game Programmer** position for a company seeking an individual with the ability to write functional, optimized game code, problem solve to achieve company objectives and who is eager to exceed expectations to produce exciting, entertaining game projects.

Skills:

- C++ Programming with DirectX
- Actionscript 2.0
- Unrealscript
- Visual Studio .NET
- Adobe Photoshop
- Adobe Illustrator
- Visual Basic .NET
- HTML and JavaScript

Projects:

Flash Developer, ROFLcopter, Individual Project

- **Awarded “Best Contemporary/Creative Idea Flash Game Design”** by peer vote.
- Created storyboards detailing gameplay and story, rendered in Illustrator and professionally printed.
- Created dozens of vectorized graphics in Flash and Illustrator that were used in the final product.
- Utilized **ActionScript 2.0** coding and Scene management to create fully functioning interfaces, inventory system, collision, animations, and levels.

Flash Developer, pWEN pAINT!, Individual Project

- Expanded upon in-class Flash drawing test.
- Created simplistic drawing program with the ability to use pencil and line tools, create rectangular objects by outline dragging, replace colors of existing drawings, change canvas color, erase existing drawings, and clear the canvas.
- Created simple, intuitive interface for easy navigation, including a color palette that can be hidden or docked.
- Utilized ActionScript 2.0 coding to create the tools, interface, and color palette functionality.

C++ Developer, Zombiepaloosa, Two-Person Project

- Worked with another student on creating a 2-D game from scratch.
- Created visual assets and imported them into the game.
- Implemented classes and arrays to spawn multiple bullets and enemies on screen, and unloading them properly.

Education:

Associates Degree in Computer Information Systems, Morrisville State College, Morrisville, NY

- Graduated: 12/2006
- Focused studies on programming and application development.
- Successfully completed courses on programming in C++, Visual Basic .NET and VB for Applications, GUI Design, Programming Logic, Project Management, and creating and maintaining Microsoft Access databases.

Bachelor’s Degree in Game Design, Collins College, Tempe, AZ

- Graduated: 02/2009
- Focused studies on game design, level design, Flash game development and ActionScript programming.
- Successfully completed courses in DirectX programming, creating Design Documents, Story Writing, using Adobe products (Photoshop, Illustrator, Premiere, After Effects, Audition, Flash), Project Management, and designing interfaces, levels and entire games.