

Sean Robert John Reid

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Education

Bachelor of Computer Science, Honours Program, 2003

Carleton University, Ottawa, Ontario

- Completed Minor in Mathematics
- Graduated with Highest Honours

Personal Profile

- **6 years** of game development experience.
- Advanced experience with programming languages **C**, **C++**, and **Java**.
- Developed for the **Game Boy Advance** and **Nintendo DS**.
- Developed for the **iPhone** and **iPod Touch**.
- Developed for countless **Java MIDP** devices, **BREW** devices, and some **Windows Mobile** devices.
- Experience with the scripting **Python** to create full GUI tools, command-line parsers, and converters.
- Constructed robust, adaptable build-systems to support hundreds of mobile devices.
- Studied and programmed AI concepts such as **genetic algorithms**, and **genetic programming**.
- Worked in development environments such as Microsoft Visual Studio (Windows), Xcode (Mac), and KDevelop (Linux).

Personal Interests

- Playing, learning about, and creating video games.
- Learning to play guitar.
- Maintain healthy, active lifestyle through exercise at the gym, mountain biking, and golf.

Experience

Game Programmer, April 2009 – Present, Full-Time Employment

Oyaji Games, Montreal, Quebec

- Primarily worked on major indie iPhone title **Mecho Wars**, an App Store top 100 game.
- Created a whole new tool-chain and engine from scratch to create the company's first iPhone game.
- Wrote tools, game source code, game design, and AI for the game.

Game Programmer, January 2009 – April 2009, Full-Time Employment

Electronic Arts Mobile, Montreal, Quebec

- Primarily worked on major iPhone title **CLUE**, an App Store top 100 game.
- Porting existing mobile CLUE into an updated, feature-added iPhone game.
- Introduced new concepts to bring the UI to life through high quality animations and affine transformation effects.

Game Programmer, September 2005 – November 2008, Full-Time Employment

Magmic Games, Ottawa, Ontario

- Primarily worked on six major, shipped mobile titles: primarily on **Ka-Glom!**, **Eagle Eye (Paramount Pictures)**, **Poker Blast**, **Cursed**, and **Miner 2049er: Gold Rush, Phase 10 (for both mobile and iPhone)**.
- Partially worked on other Magmic IP brands such as **Brain Up**.
- Worked on major releases including **Guitar Hero Mobile**.
- As with previous experience at Orbital Media (below), worked on all elements of the development process (design, management, programming, producing).
- Spearheaded BREW development at Magmic Games via new build systems, libraries, and games.
- Wrote tools with C++ and Python to construct and export data and ease development for others.
- Designed games from the ground-up in an assertive game-designer role.

Game Programmer, July 2003 – July 2005, Full-Time Employment

Orbital Media, Calgary, Alberta

- Worked on four major, shipped Game Boy Advance titles: primarily on **Scurge (GBA and Nintendo DS)** and **Pirate Battle (GBA)**, and with minor work on **Racing Gears Advance** and **Juka**.
- Developed not only tools, but systems that were crucial to the development process.
- Masterfully used all facets of the ANSI C programming standard to design interfaces and implement systems.
- Wrote tools with C++ and Python to construct and export data to be compiled directly into Game Boy Advance binaries (or ROMs).
- Managed and co-ordinated a small team of designers and artists to create the projects as efficiently and robust as possible.
- Documented and abstracted systems so that they could be used in other projects and could be understood by future users.
- Engaged in research to prove technologies such as AI, dynamic tile engines, and collision detection that were specially enhanced for limited CPU usage.

Web Application Development, November 2000 – April 2001, Full-Time Employment

Season Ticket Networks, Ottawa, Ontario

- Co-developed phase-one of the season ticket management website tickethippo.com.
- Designed modules pertaining to the operation of managing season tickets online.
- Correlated the ColdFusion website with an Oracle database via SQL scripts and database tools.
- Ensured the quality of the website such that it would load without error in Netscape 4.0, Mozilla, and Internet Explorer across Windows, Macintosh, and Linux.
- Coordinated the graphics and multi-media team with the web developers to enhance the website visually.

Web Development / Software Testing, May 2000 – November 2000, University Co-op

nCode Technologies, Ottawa, Ontario

- Designed layouts for high scale web sites.
- Operated database manipulation tools like SQL Explorer, Microsoft Access, and Microsoft Query for various internal projects.
- Programmed ColdFusion templates to report data into visually sophisticated HTML pages.
- Performed software tests on internally developed Windows applications to find bugs or crashes.
- Provided insight for enhancements to the user-interfaces of internally developed software.