

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

- 12 years of game development experience.
- Advanced experience with programming languages **C**, **C++**, **Objective-C**, and **Java**.
- **Developed for the Game Boy Advance, Nintendo DS, PSP, Wii, PC, and Mac.**
- Experience in **Unity** with primary focus programming in **C# scripting**.
- Developed for all iOS devices including **iPhone**, **iPod Touch** and **iPad**, and **Android**.
- Adapted personal **Prime Engine** to compile with **Adobe Flash Crossbridge** C++ compiler suite.
- Experience with scripting **Python** to create full GUI tools, command-line parsers, and converters.
- Advanced experience with using **Lua** to extend C/C++ game engine functionality via scripts.
- Experience with ActionScript 3 to create Flash-based applications through code.
- Studied and programmed AI concepts such as genetic algorithms, and genetic programming.
- Worked in programming IDEs such as Microsoft Visual Studio (Windows), and Xcode (Mac).

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, On-going Freelance

Nine Tales Digital – Location: Freelance, Toronto.

- Created and published **Kitten Squad** for **PETA**, which is a game about kittens who save animals who stop bad robots that perform animal testing.
- Created and published **Pocket God vs Desert Ashes** which is a cross-brand indie game across 5 devices simultaneously (iOS, Windows, Mac, PS4, and PS Vita), including **cross-platform multiplayer**.
- Had in-development game **Death Tales** featured during Sony's E3 2014 Press Conference during video montage. Game also featured as playable demo in Sony's E3 2014 booth on the **PS Vita**.
- Part owner of Nine Tales Digital, an officially registered **Sony PS4** and **PS Vita** developer.
- Primarily worked on major indie iPhone title **Mecho Wars**, an App Store top 100 game.
- Developed mecho.net gaming service as a web application using PHP, MySQL, and Apache.

- Launch/Ship games simultaneously on Android, iOS, PC (Windows, Mac, and Linux) using internally developed Prime Engine.
- Adapted the Mecho Wars source code for a simultaneous release as a PSP, PC, and Mac title.
- Created a new tool-chain and engine from scratch to create the company's first iPhone game.

Game Programmer, October 2013 – January 2014, Full-Time Employment

Swappz Interactive – Location: Toronto, Ontario.

- Worked on **augmented reality** games leveraging **Unity** and **MetaIO SDK**, utilizing mobile device cameras to influence gameplay with physical toys and collectible coins.
- Main focus was C# programming for the fundamental engines to power the games.
- Developed **Trash Packs Dash** under a very short development time-frame.
- Troubleshoot and diagnose bugs on previous project **Zombie Pets**.

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

Electronic Arts Mobile – Location: 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 excitement to the UI using high quality animations and affine transformation effects.

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

Magmic Games – Location: 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 cellular phones and iPhone).
- Partially worked on other Magmic IP brands such as **Brain Up**.
- Worked on major releases including **Guitar Hero Mobile**.
- Worked on all elements of development (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 – Location: 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).
- Engaged in research to prove technologies such as AI, dynamic tile engines, and collision detection that were specially enhanced for limited CPU usage.