

Dennis Robinson

Video Game Programmer
Web Developer

www.dennisrobinson.name
12-348 Zephyr Ave, Ottawa, Ontario, K2B 6A1
dennis@dennisrobinson.name
(613) 513-9790

Objective

To pursue a career programming games for the PC, console and mobile markets in a team oriented environment, while broadening my experience as a game developer.

Skills

- Competent in a variety of programming languages including C++, C#, JAVA, PHP, JavaScript and ActionScript
- Experience with APIs such as DirectX, OpenGL, XNA and ASP.NET
- Proficiency with SQL database systems such as MySQL, SQL Server and SQLite
- Experience with a variety of development tools including Visual Studio and SVN
- Ability to quickly learn new languages and frameworks with little assistance
- Extremely resourceful, able to solve problems with minor direction

Education

Game Development (Programming and Digital Media) 2006 - 2009
Algonquin College, Ottawa, Ontario

- Produced a number of games, both independently and in small and large teams
- One of two students to graduate with honours
- GPA of 3.7 / 4.0

Ontario Secondary School Diploma 2002 – 2006
Centre Hastings Secondary School, Madoc, Ontario

Related Experience

Developing 2D and 3D games

- Experience programming games professionally, in a studio, team environment
- Familiar with methodologies such as SCRUM and Feature Driven Development
- Experience writing networking code for online multiplayer games
- An understanding of texture, 3D model and user interface design

Web Design / Web Application Development

- Self-taught and successful web developer and designer
- Experienced in SQL database design and optimization
- Professional experience building and maintaining PHP and ASP.NET websites
- Built an application to integrate the Xfire instant messenger with the popular social network Facebook (Currently has 30,000 users)

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Work Experience

Fuel Industries 2011 – Present

<http://www.fuelindustries.com>

Flash Game Developer

- Developed interactive games for the web and iPhone
- Coordinated with other programmers, designers, and producers to create high quality games on tight deadlines
- Rapidly learned new development tools and frameworks to quickly get in sync with the rest of the development team

Crowd Wave Games 2011

<http://www.crowdwavegames.com>

Flash Game Developer

- Quickly learned in-house proprietary communication framework
- Developed new, original games with a small team of professionals
- Updated existing games with new features

Mergenta Consulting Inc. 2009 – 2011

<http://www.mergenta.com>

Senior Web Application Programmer

- Rapidly learned ASP.NET on-the-job with little prior experience
- Developed and maintained sprawling legacy applications, integrated across multiple languages and platforms
- Designed and implemented an ecommerce web application from the ground up
- Proposed, designed and implemented a replacement web application for an existing legacy application

Freelance Web Developer 2007 – 2009

- Designed and developed various websites for clients on a contract basis
- Contracted to develop the RezoomU website beta (<http://www.rezoomu.com>)

SEARS Canada Inc. National Call Center 2007

Customer Service Representative

- Received small and large orders over the phone
- Provided attentive customer service

References and Portfolio

My portfolio is available online at: www.dennisrobinson.name

References are available upon request.