David Phillips

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913-485-2887

Passionate, self-motivated Game Developer with in-depth experience in the game creation process, both independently and in a large team environment. I am skilled in C# programming, Unity, and multiple others design software. I have published games on multiple platforms. I also hold a Federal Secret Security Clearance.

Summary of Experience and Education

- Developed military training simulations and apps for Pinnacle Solutions and Camber Corporation, boths military contractor.
- Developed evolutionary games and software at Michigan State University in the Microbiology & Molecular Genetics Lab using Unity.
- Graduated Michigan State University, December, 2011, B.A. in Media Arts and Technology; Major in Game Design and Development; Specialization in Games, Web and Interactive Media.
- Obtained a Federal Secret Security Clearance.
- Advanced knowledge of Unity, C#, Maya, and Photoshop.
- Published games on multiple platforms (with Unity): Apple iPhone, Google Android, PC, Mac
- Managed projects using source control tools: Trello, Tortoise SVN, GitHub, Unity Asset Server.
- Years of game development experience on teams and independently, giving me an inside perspective on the integration of different disciplines along the software development pipeline and the full software development life-cycle from concept through release.
- Highly motivated and reliable, with strong leadership, teamwork, and communication skills.
- Won awards for games I worked on (see website davidphillipsgamedev.com for details).

Work Experience:

2016-Present
Pinnacle Solutions Inc.
Position: Game Design Manager
Supervisor: Jim Walker (number on request)
5030 Bradford Drive, Huntsville, AL 35805

- Managed a team of developers through the full development pipeline.
- Learned many project management tools and methodologies (Jira, Git, Agile).
- Created core systems using Unity / C# that formed the framework of our software.
- Worked on VR and AR.
- Published apps for military use.

2015-2016
Camber Corporation, Modeling & Simulation Division.
Position: Unity Game Developer
Supervisor: Adam Kingsborough (256) 922-3736
977 Explorer Blvd NW, Huntsville, AL 35806

- Developed code within Unity Game Engine using C#.
- Worked with 3D department for importing assets into the engine.
- Programmed gaming objects (Pathfinding, AI, Physics, Particle Effects, etc.)
- Tested/Debugged code.
- Published apps for military use.

2012-2015
Chris Adami's Microbiology & Molecular Genetics Lab
Position: Unity Game Developer
Supervisor: Chris Adami 517-884-5068
Michigan State University East Lansing, Michigan, 48824

- Conducted research in various areas of genetics and machine learning through simulations with Unity.
- Created many different assets and tools to assist with varying projects using C#, Unity, and Maya.
- Maintained a large code base using source control softwares.
- Wrote proposals and prepared demonstrations for conferences.

2011-2012
ItFindsIt
Position (intern): Game Designer, 2d Artist, Programmer
Supervisor: Adam Duke 248-736-1898
Michigan - ItFindsIt is a start-up company with no formal office address,

- Designed and developed a flash game from start to finish.
- Wrote clean, structured, modular code.
- Met clients deadline remotely through self-set milestones during game development.

2012-Present (off and on)
Helios Games (start up company I founded *)
913-485-2887
Lead Unity Game Developer

- Continually gaining experience with the game development pipeline.
- Built and shipped games for multiple platforms: Apple iPhone, Google Android, PC, Mac.
- Gained experience with programming C#, importing art assets and plugins, terrain heightmaps, physically based rendering, shuriken particle system, mecanim animation system, to name a few.

*Start up company I founded as a creative outlet in order to gain experience in every aspect and discipline of the game design process from intangible vision to shipped realization. Focused on "Serious Games" for educational purposes. This is intended purely as a side project with current employment taking priority.

Education:

• Michigan State University, Michigan – 2009-2011 B.A. Media Arts and Technology; Major in Game Design and Development; specialization in Games, Web, and Interactive Media.
• Mesa Community College, Arizona 2007-2009 Multimedia and Digital Illustration.
• University of Advancing Technology, Arizona 2006-2007 Game design and 3d Modeling.
• University of Kansas, Kansas 2005-2006 Fine Art Coursework.