

David Or

Game Designer, Developer, & Producer

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SKILLS	<ul style="list-style-type: none">▪ Languages: C#, C++, ActionScript 3, JavaScript, HTML5, PHP, Java, Python▪ Engines: Unity 3D, Phaser, Processing, Construct, GameMaker, Torque, Inform7▪ Development: Visual Studio, WebStorm, Dreamweaver, FlashDevelop, SVN, Git, TFS, MySQL▪ Software: Hansoft, Balsamiq, Flash, Photoshop, Audition, Audacity, Microsoft Office
WORK EXPERIENCE & PROJECTS	Full Steam Ahead Jan 2015 – Present New York, NY <ul style="list-style-type: none">▪ Designer & programmer (<i>Steam Madness</i>) - social deduction board game that uses an HTML5 digital app. Nominated for Best in Show and Best Use of Technology at Global Game Jam 2015
	Arkadium Jan 2011 – Present New York, NY <ul style="list-style-type: none">▪ Project manager (<i>Solitaire, Crossword, Sudoku</i>) - HTML5 games published on iOS, Android, and multiple websites including Washington Post, CNN, LA Times, AARP, Discovery, and AOL▪ Lead game developer of Research and Development team. Designed and programmed 50+ game prototypes in Flash, Unity, and HTML5, each on a 2 - 4 week development cycle▪ Game programmer & tools developer (<i>Ice Cream Blast, Twilight Carnival, Bingo Charms</i>, unreleased home decoration game) - client games developed in Flash and published on Facebook▪ Responsible for teaching and managing internal game development classes & running internal game jams▪ UI programmer (<i>Microsoft Solitaire Collection, Microsoft Minesweeper</i>) - published on Windows 8
	Microsoft Advertising / Massive Inc Feb 2008 – Oct 2010 New York, NY <ul style="list-style-type: none">▪ Designed and programmed internal tools in C# used for content pipeline▪ QA lead (<i>Madden 09, NHL09, NHL2K10, NBA2K series, End War, Saints Row 2, Far Cry 2, Shaun White Snowboarding, Band Hero, WWE Smackdown vs. Raw 2010, Blur, Splinter Cell: Conviction, James Bond 007: Blood Stone</i>, and others)▪ Managed team to test in-game advertisements, produced documentation on bugs, communicated with developers about ad design and integration
	koosil-ja/danceKUMIKO Nov 2006 – Mar 2010 New York, NY <ul style="list-style-type: none">▪ Collaborate with director to integrate video game elements into several modern dance works▪ Managed international team of 3D artists to produce content for multimedia dance projects
	Design Attic Summer 2007 New York, NY <ul style="list-style-type: none">▪ Designer & programmer (<i>KCC Cyber Hotel</i>) - an educational web-game for Kingsborough Community College's Hotel Management curriculum, built in Flash with a LAMP backend
	Barbara Confino Mar 2007 – Feb 2008 Brooklyn, NY <ul style="list-style-type: none">▪ Programmer & level designer (<i>Genetic Wars</i>) - multi-screen video game installation, built with Torque & Blender
	NYU Polytechnic School of Engineering Sept 2003 – Dec 2007 Brooklyn, NY <ul style="list-style-type: none">▪ Bachelor's in Computer Science (3.6 GPA) and Master's in Integrated Digital Media (4.0 GPA)▪ Master's thesis on <i>Ludological Design</i> -- the incorporation of video game elements into other media
	HOBBIES <ul style="list-style-type: none">▪ Awarded 3 official selections by Indiecade for <i>Super Secret Spies, Spaghetti Standoff, and Light Fight</i>▪ Participated in 20+ game jams with awards or nominations in each one▪ Regularly attends game conferences, board game meet-ups, and fighting game tournaments