

BRAD HILL

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OBJECTIVE

To work in a position that is both challenging and rewarding, one that will take advantage of my problem solving skills and attention to detail. I am looking to gain experience and learn new skills while also making a significant contribution to the success of my employer.

SKILLS

Primary

- C# .NET
- C++
- Git & Github
- Unity Engine
- Cross-platform development
- Agile
- Gameplay & AI Programming

Secondary

- Objective-C
- JavaScript
- Java
- Graphics Programming
- Adobe Photoshop
- iOS App Development
- Perforce, Subversion

Working Knowledge

- Android Development
- Jenkins
- Unreal Engine 4
- HTML, CSS, WordPress
- Project Management
- Ruby
- 3D modeling, texturing

WORK EXPERIENCE

SENIOR DEVELOPER KINDLY BEAST

JUNE 2019 - OCTOBER 2019

Developed games using the Unity Engine for PC and Mac. Worked on Showdown Bandit and Bendy and the Dark Revival. Contributed primarily to gameplay as well as visual effects using custom shaders.

TECHNICAL LEAD YOU.I TV

APRIL 2017 - JUNE 2019

Developing cross-platform video on demand apps using C++ and After Effects for TV and mobile platforms. Worked on projects for FOX Latin America, Radio Canada, and Turner Broadcasting. Had the opportunity to work as a Technical Lead, assigning tasks and working with coworkers to assist and unblock difficult tasks.

SOFTWARE DEVELOPER BITHEADS INC

JUNE 2015 - APRIL 2017

Worked primarily on the brainCloud (backend as a service) team, maintaining and enhancing public client-side libraries spanning several languages. Main achievements include developing the Unreal 4 plugin for brainCloud, as well as a new API documentation website using Ruby/Markdown. Also had opportunities to work with several new SDKs, and work on the development of an in-market iOS application.

CEO & LEAD DEVELOPER RAVEN SWORD INDUSTRIES

JANUARY 2014 - SEPTEMBER 2019

Started the indie game studio Raven Sword Industries after graduating, along with several classmates. I was project director on Arkin, a space combat game successfully Greenlit on Steam. Responsible for all programming, level design, UI, business tasks, web development, and PR/media.

EDUCATION

ALGONQUIN COLLEGE OTTAWA ONTARIO, CANADA

GAME DEVELOPMENT (ADVANCED CERTIFICATE) 09/2012 - 04/2015

Developed multiple skills including C#, C++, and graphics languages (CG, GLSL, and HLSL). Studied various programming techniques, programming workflow, iterative development, and design patterns.

Other courses covering project management, 3D modeling, texturing, animation, UI/UX design, and audio. Strong focus on practical application and real-world industry standards.