

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 while also making a significant contribution to the success of my employer.

SKILLS & ABILITIES

Primary

- C#
- C++
- Unity Engine
- Gameplay Programming
- AI Design & Programming
- Cross-platform development
- Agile Development

Secondary

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

Working Knowledge

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

WORK EXPERIENCE

SOFTWARE DEVELOPER YOU.I TV

APRIL 2017 - PRESENT

Developing cross-platform video on demand apps using C++ and After Effects for TV and mobile platforms. Worked on projects for FOX Latin America and Radio Canada.

In Market Apps:

- FOX for Latin America (iOS, tvOS, Android, Android TV)
- NatGeo Kids for Latin America (iOS, Android)
- Ici Tout.tv (Xbox One, Android TV)

CEO & LEAD DEVELOPER RAVEN SWORD INDUSTRIES INC

JANUARY 2014 - PRESENT

Started the indie game studio Raven Sword Industries after graduating, along with several classmates.

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.

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 development of a commercial iOS application.

EDUCATION

ALGONQUIN COLLEGE OTTAWA ONTARO, 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.