

John Currie

SENIOR SOFTWARE ENGINEER, GAMES

SUMMARY

My passion, skills and professional experience are all in game development. I've been creating games since I first got my hands on a computer - first for fun and then for profit (and fun!). I'm equally at ease leading a team of engineers and collaborating with artists, animators, and designers as I am tackling creating a game solo from start to finish. Regardless of the context, I aim to deliver engaging experiences enjoyed by millions. My enthusiasm for every facet of game development pushes me to make the best games possible, and I'm eager to bring my creativity and expertise to a Senior Game Software Engineer role at your company!

PORTFOLIO

- johndcurrie.com

CONTACT INFO

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La Mirada, CA 90638

PROFESSIONAL EXPERIENCE

Senior Software Engineer

MOBILITYWARE

May 2023 – Present

- Developed & launched multiple top-rated games for iOS/Android using C# in Unity game engine
- Built out handmade editors and automated level generator tooling across multiple titles

Senior Software Engineer II, Games

GREENPARK SPORTS

Oct. 2020 – Feb. 2023

- Developed real-time multiplayer mobile game for iOS/Android using C# in Unity game engine
- Integrated live match data, video feeds, and synchronized real-world to in-game events & effects

Unity Game Developer - Mobile, PC

INFINITORIC GAMES

Nov. 2019 – Present

- Designed & developed mobile games with C# in Unity game engine, PC games with Blueprints/C++ in Unreal
- Full pipeline development - concepting, writing, design, modeling, texturing, music, coding

Unity/Native Game Developer - iOS

DISNEY

Oct. 2013 – Nov. 2019

- 2D & 3D Gameplay, UI design & programming in Unity/C#, Objective-C, Swift, SceneKit, SpriteKit
- Developed pipeline to use Adobe Premiere to develop game content, data-driven via PHP/MySQL

SKILLS & PROFICIENCIES

Programming

C#, C++, Blueprints, Objective-C, PHP, .NET, MySQL/SQL, HTML/CSS/JS, VB, Java, Python

Applications

Unity, Unreal, Rider, Xcode, Photoshop, Blender, Premiere, Spine, Git, SVN, AWS/EC2

References available upon request