

DAVID MARKHAM, MSc

HOLLY SPRINGS, NC

PHONE: (919) 538-1178

HTTP://CYBERSSENTIENT.GAMES

E-MAIL: DAVIDJMARKHAM@GMAIL.COM

An ambitious game developer with a proven track record of shipped titles. An innovator who excels in the challenge of providing well-implemented solutions for difficult problems in Game Development, Game Programming, Unity Game Development, Artificial Intelligence, Virtual Reality, and Machine Learning. A well-rounded and reliable leader with outstanding interpersonal and communication skills driven to develop and advance leading industry knowledge within a challenging, creative and rewarding work environment.

CORE SKILLS AND KNOWLEDGE

- | | | |
|--|-------------------------------------|----------------------------------|
| □ Unreal Engine 4, Godot, Unity | Agile, Jira | Leadership and Collaboration |
| □ C++, C#, GdScript | Optimization and Troubleshooting | Python, Automation |
| □ Virtual Reality in Unity Game Engine | MySQL, PHP | Laravel, React.js, Node.js |
| □ Git, Npm, Visual Studio | Adobe Animate, Photoshop | JavaScript, TypeScript, CreateJS |
| □ Tensorflow, WEKA | Gameplay Programmer, Linear Algebra | A.I., Machine Learning, OpenAI |

EXPERIENCE

CENTERVENTION, DURHAM, NC

APRIL 2017 – PRESENT

SENIOR GAME DEVELOPER

- Developed web-based games to help improve students social and emotional skills
- Helped scale our start-up and grow the number of students playing our games by over 4x
- Lead development team: mentoring developers, improving processes, tools, and engine to increase efficiency.
- Successfully shipped the games S.S. Grin, Zoo U (HTML5 version), and Zoo Academy (assessment version)
- Maintained our existing games including Hall of Heroes and Stories in Motion; fixing bugs and supporting users
- Managed switch to Godot game engine, including designing and building internal engine-level requirements
- Hired and mentored Web Developer and Junior Game Developer, onboarding and helping prioritize daily tasks
- Maintained and added new functionality to internal tools including PHP and JavaScript-based Dialogue Editor
- Automated aspects of the art pipeline as well as the build process through effective Python script development
- Worked with Chinese partners to translate Zoo U for releasing to the Chinese market
- Managed core infrastructure transition over to AWS to ensure alignment with corporate goals
- Completed full-stack web development using Laravel, ReactJS, and MySQL to build core website functionality
- Developed dynamic gameplay reports, including portals and e-commerce integration to purchase subscriptions

3C INSTITUTE, DURHAM, NC

JULY 2015 – APRIL 2017

GAME DEVELOPER

- Developed web-based learning games, gathered requirements from project team and defined development goals
- Lead developer for several projects using an internal HTML5 / JavaScript game engine and the Unity Game Engine
- Shipped web-based games, gamified assessments, and e-learning courses as integral aspect of client requirements
- Developed various HTML5-based choose-your-own adventure games with branching dialogue, action oriented mini-games, and child-friendly gamified assessments
- Collaborated with client to define and develop prototype requirements for e-book and interactive learning game
- Maintained and enhanced internal web-based tools used for scripting games and branching dialogue
- Supported internal JavaScript and TypeScript game engines, writing parts of game engine and automated tests
- Integrated speech-recognition software into pipeline, allowing accessibility feature of text highlighting synchronization to voice-over in both the games and web applications

3.C. INSTITUTE, DURHAM, NC

MARCH 2014 – JULY 2015

SENIOR WEB APPLICATION DEVELOPER

- Developed numerous research, clinical, and educational web applications for supporting behavioral health
- Developed several projects, working with product owners and stakeholders to define program requirements
- Developed product to meet and achieve client requirements, successfully launched into production on-time
- Completed full-Stack development, wrote back-end Laravel PHP controllers and models and MySQL tables

- Wrote the front-end views using server-side templating, as well as ReactJS, Handlebars.js, HTML, and SASS tools

EXPERIENCE

- Managed Agile SCRUM teams as scrum master, developed and refined products in short sprints for stakeholders
- Led Magento implementation for e-commerce platform to maintain sales and business creation model
- Managed development operations, production builds, and Jenkins scripts for automated build and deployment

MEDTHINK COMMUNICATIONS, RALEIGH, NC

JANUARY 2014 – MARCH 2014

SENIOR BACKEND DEVELOPER

- Responsible for developing and maintaining various C#, ASP.NET, and MVC based marketing websites for clients
- Planned, scheduled, and prioritized program tasks and opportunities to more effectively align corporate goals

DIGITAL BRANDING LLC, RALEIGH, NC

MAY 2011 – DECEMBER 2013

SOFTWARE ENGINEER

- Developed and maintained four highly trafficked websites, receiving more than 50,000 unique visitors per day
- Advance and contributed to company revenue, successfully doubling annual revenues over a two-year period
- Created dynamic webpages utilizing ASP, PHP, JavaScript, and MySQL to support marketing strategies and goals
- Automated manual processes to successfully reduce administrative overhead and optimize daily operations
- Designed, and implemented internal reporting and administrative tools integral to marketing and financial data

HAM STUDIOS, RALEIGH, NC

JANUARY 2009 – MAY 2010

FOUNDER AND GAME DEVELOPER

- Responsible for developing and shipping the Indie Action and Strategy game “Murky Horizon” for the Xbox 360

IBM – TIVOLI DIVISION, RALEIGH, NC

MAY 2006 – MAY 2011

STAFF SOFTWARE ENGINEER – BUSINESS SERVICE MANAGER

- Developed critical technical aspects for four shipped releases of industry leading enterprise dashboard software
- Created new and dynamic web views, displaying and managing various business-specific and corporate events
- Utilized Java, server-side templating and DOJO JavaScript framework to create pages to filter large amount of data
- Created GUI and headless installation wizard for installing and configuring complex server software, running on Red Hat Linux, SUSE Linux, Solaris, AIX, Windows Server 2003, and Windows Server 2008

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY, ATLANTA, GA

2018

MASTER OF SCIENCE – COMPUTER SCIENCE – INTERACTIVE INTELLIGENCE

- Developed Fuzzy Palz: Dog Trainer VR, a virtual reality game in the Unity Game Engine

UNIVERSITY OF NORTH CAROLINA, CHARLOTTE, NC

2006

BACHELOR OF SCIENCE – COMPUTER SCIENCE

REFERENCES

REFERENCES WILL BE PROVIDED UPON REQUEST