

# David Markham

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## WORK EXPERIENCE

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### Centervention

April 2017 – Present

#### Senior Game Developer

Durham, NC

- Highly driven lead game developer for an innovative education technologies game studio ([Centervention.com](http://Centervention.com)).
- Overseeing all **game development** for our growing portfolio of branching-dialogue adventure games:
  - **Scaled** users by 6x to over 100,000 game subscriptions in tens of thousands of schools.
  - Responsible for five HTML5 games featuring 5-30 hours of game-play that improve students' social and emotional skills.
- Shipped multiple games by designing and coding game-play using object-oriented design in the **Godot game engine** and **C++**.
- **Automated** and streamlined asset pipelines, enhanced game dev. tools, and built game's web backend using Python, PHP, and MySQL.
- Optimized and reduced memory footprint and download size of our games on mobile devices by over 60%.
- Mentored a junior game developer and utilized effective interpersonal communication with test, support, art, sales, and web teams.
- Played a critical role in scaling websites and games by leading initiative and executing the move of all IT operations to **AWS**.

### Indie Development

May 2010 – Present

#### Founder and Lead Developer

Durham, NC

- Participated in game jams and prototyped 3D, **VR**, and mobile games with **Unreal**, **Unity**, and Godot game engines ([Portfolio](#)).
- Designed and shipped the Indie Action and Strategy game “Murky Horizon” for the Xbox 360 console using **C#** and XNA.

### 3C Institute

July 2015 – April 2017

#### Game Developer

Durham, NC

- Gameplay programmer for web-based **2D simulations** supporting behavioral health ([3cisd.com](http://3cisd.com)).
- Programmed games using **Unity3D** game engine, **C#**, Javascript, and TypeScript.
- Architected and wrote parts of our 2D game engine and dev. tools and created **automated tests** to ensure reliability.

### 3C Institute

March 2014 – July 2015

#### Senior Web Application Developer

Durham, NC

- Built behavioral health web applications as a full-stack developer using MVC with Laravel PHP, MySQL, ReactJS, and SASS .
- Effectively managed **Agile SCRUM** teams as scrum master using JIRA in two-week sprints.

### Digital Branding LLC.

May 2011 – December 2013

#### Software Engineer

Raleigh, NC

- Doubled revenue in two years as the lead full-stack web developer of digital marketing start-up.

### I.B.M.

May 2006 – May 2011

#### Staff Software Engineer

Research Triangle Park,

NC

- Shipped industry leading business service management enterprise software using Java as a web and installation developer.

## EDUCATION

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### Georgia Institute of Technology

May 2018

MS, Computer Science (3.8/4.0 GPA)

Atlanta, GA

- Specialized in Interactive Intelligence including deep learning, reinforcement learning, **AI for robotics**, and **machine learning**.
- Designed and built **virtual reality** dog training simulation in the **Unity Game Engine** as part of independent study.

## SKILLS & INTERESTS

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- **Game Engines:** Unreal, Unity3D, and Godot Game Engine.
- **Programming Languages and Frameworks:** C++, C#, Python, Javascript, TypeScript, PHP, MySQL, React.js, and Laravel.
- **Technical Skills:** Virtual Reality, machine learning, Git, Tensorflow, Keras, 2D and 3D Math, A.I., reinforcement learning, supervised learning, SLAM, self-driving auto, ANN, gameplay programming, simulation engineer, automated testing, 3DS Max, and Blender.
- **Interests:** Traveling, making salsa, watching football, playing The Legend of Zelda: Breath of the Wild, and watching The Office.