

Jeffrey Alan Greenback

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Software Engineer

- **Over 4 years** of professional experience working in **Web, Mobile, and Game Development**.
- Expertise in **Object Oriented Programming** using various programming languages including **C#, C++, Java, Javascript, OBJ-C, and VB**.
- Familiar with **Object Oriented Analysis and Design**, managing **UML** and Technical Documentation, **Software Development Life Cycle (SDLC)**, and **Development methodologies** such as Prototyping, Incremental, waterfall, RAD, spiral, and Agile.
- Experienced in **Web Development: HTML, CSS, AngularJS, JQuery, and XML/JSON Schema**.
- Expertise in **Game Design: Game loops**, meta and core **game mechanics**, Game Feel, retention/rewarding, Documentation, UI/UX, Game Resources, and **story & narrative designs**.
- Expertise in **App publication and Developer certification** for Google Play, Apple's iTunes Connect and developer portal, and various other outlets for PC Windows.
- Working knowledge of **ASP .net, MVC, .Net, MySQL, Databases, Windows Server**, and Networking.
- **Excellent communication and presentation skills**, including oral and written communication, public speaking, power point presentations, and **interpersonal communication**.
- **Strong Organization and Analytical skills**. As well as a **strong work ethic** and a driving ambition to take initiative as a self starter. Intellectually curious and enjoys **learning emerging technologies**.
- Experienced in **Quality Assurance**, Performing Adhoc and Blackbox **testing**, managing **public Beta Tests** with iTunes Connect and TestFlight, and participated in Play Tests for Ubisoft and Epic Games.

Technical Expertise

Programming languages	C#, C++, Java, Javascript, OBJ-C, Visual Basic, Action Script 3.0
Game Engines	Unity3D, UDK & UE4, MS XNA Game Studio, Corona SDK, GameMaker
SVN Tools	GitHub, SmartSVN, SourceTree
Web Technologies	HTML, CSS, AngularJS, jQuery, MVC, .NET, XML, JSON, AJAX, MySQL
Scripting Languages	Shell Script, Lua, Gulp, NodeJS
Frameworks	. NET, XNA, Facebook, Twitter, AdMob, EverPlay
Art/3D Software	Photoshop, Illustrator, SketchUp, 3DSMAX, Blender, Flash
IDE Tools	Visual Studio, Sublime Text, MonoDevelop, Xcode, Eclipse, Android Studio
Operating Systems	Windows XP/7/8, Mac OS, Cent OS/Linux
Project Management	OneNote, Trello, Wiki, MS Excel, Dropbox, Google Drive/Docs, Open Office

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Professional Experience

Verge Retail (M.R. Williams)

Henderson, NC

Nov 2014 - Oct 2016

Position: Front End Web/Mobile Developer

Responsibilities:

- **Initiative:** Being solely in charge of **CONNECT**, a product licensed to convenience stores to be used to engage and interact with their customer base. It includes a mobile app for Android / iOS and a configuration website for the client to use to setup content for their app and to send out push notifications.
- **Web Development:** Developed content using **HTML/CSS**, along with **AngularJS** to provide dynamic data-binding, and worked with Design docs and UI mockups to fulfill requirements for each page of the app.
- **Mobile Development:** Used **Cordova**, with device native plugins, to build out the web application as iOS and Android apps. Used **Node JS / Gulp** to install plugins and manage the Local Build of the mobile project.
- **Analysis, Design, and Code:** Discussed requirements and specifications with manager, design functionality using UMD and documentation, then implement them using **Javascript** and **Jquery**.
- **Databases:** Queried fields and tables using **Windows Server 2014** and **MS Remote Desktop**.
- **.Net and MVC Development:** Occasionally developed the **CONNECT** website portal using **C#, .NET**, and **Visual Studios Web 2010**, as well as **HTML/CSS/MVC3**, through **VirtualBox** Virtual Machine on **MacOS**.
- **Testing:** Created ADHOC builds and managed Beta Tests using **TestFlight** and **iTunes Connect**.
- **App Publication:** Pushed updates to **Google Play** and **App Store** for each client's app, as well as new apps for new clients.
- **Technical Support:** Managed Customer Support via email and phone with clients and their user base.

IndieZu Inc.

Raleigh, NC

Feb 2014 - Dec 2014

Position: Programmer / Game Developer

Responsibilities:

- **Initiative:** Worked with a small team with an artist and an designer to build a mobile game from concept to prototype then to an application for Android and iOS.
- **Development:** Worked in an **Incremental Development Cycle**, using **C#** and the **Unity3D** on **MacOS**, to implement systems that execute all the requirements that were desired, as specified in Design Docs. Tested and optimized features iteratively, built out the app, and commented/documented all source code.
- **Analysis and Design:** Designed and Implemented systems and logic in the game. Including all sorts of different **shuffling** and **search algorithms** for procedural generation, special items, and abilities.
- **Frameworks:** Implemented **social media API** for 'Top Scores', and **Billing API** for item purchases.
- **Project Management:** Met Bi weekly deadlines, and managing **Documentation** tasks in **MS Word** and **Excel**, using **Google Drive/Dropbox** as a Repository to store and share the document and Assets. These include weekly Task Lists, Bug Reports, a Daily Work Log, Invoices, and Technical Documentation.
- **Graphic Editing:** Worked in **Adobe Photoshop** to modify, trim, adjust sizes, and save out various versions of each asset before it's integrated into the game.

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Indie Game Developer

Raleigh, NC

May 2012 – Feb 2014

Position: Programmer / Designer / Graphical Artist

Responsibilities:

- **Initiative:** Developing game applications for various platforms. Performing/learning all disciplines and utilizing different tools and game engines. Projects include: Tales of Fin, Zombie Destroyer, Parabelle App, Super Hungry Monkey, The Colossus and Bob, Match-Tastic, and more (See Portfolio link below).
- **Project Management:** Creating **High Concept**, **Task List**, and **Design Documentation** using **MS Office**. Used **Version Control** (SmartSVN or Github)
- **Development:** Worked in either **Unity3D**, **Corona SDK**, **Microsoft XNA**, **Xcode**, or **UDK** to develop content and prototype new features to use in the project. Features were coded in either the **OBJ-C**, **C++**, **C#**, or **Lua programming language**, using Visual Studios Express, Sublime Text, or Xcode IDE depending on the engine of the project.
- **Graphic Design and Art:** Creating assets and UI using Adobe **Photoshop**.
- **Testing:** Performing **ADHOC** Tests against the application and managing a Bug List in **Excel**.
- **Organization Tasks:** Folder hierarchy, thorough documentation and comments win the code.
- **Build:** Created Setting files, setting up the application's ratio, scaling, and permission settings.
- **App Publication:** Published apps to **Google Play**, **App Store**, and Windows PC vendors, along with updates.

Education

Computer Programming A.A.S

Aug 2011 – May 2013

- **Institution:** Wake Tech Community College - Raleigh, NC
- **Awards:** Deans List (Fall 2011 – Spring 2012)
- **Classes:** Native iOS Development (OBJ-C), Java 1-3, Visual Basic, Networking Basics, Databases Basics (MySQL), Network Security, Linux Admin, Win Admin, Video Production, and more.

Simulation and Game Design: Programming A.A.S

May 2009 – May 2011

- **Institution:** Wake Tech Community College – Raleigh, NC
- **Awards:** Presidents List (Summer 2010), and Deans List (Fall 2009 – Spring 2011)
- **Classes:** C++ 1-3, Level Design in Unreal, Quality Assurance, Game Design I & II, 3D Modeling I and II, XNA in C#, Art in Games/Photoshop, Game Production, Project Capsule, plus basic courses.

Misc.

References are provided upon request.

More info, videos, and images of the applications mentioned above can be found on my **Portfolio Website**.

<http://jeffgreenback.wixsite.com/portfolio>

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