

Harry Buck

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Objective

To land a position in the game industry as a software engineer by applying my skills and abilities to the work that I create.

Technical Skills

- ActionScript 3.0
- Java
- C#
- JavaScript
- Unity Game Engine
- Mercurial Subversion
- Android SDK
- Tortoise Subversion
- Jira Bug Tracking
- Pivotal Tracker
- FogBugz
- Playspan
- PuTTY
- PHP
- XML
- Microsoft Word
- Microsoft PowerPoint
- Eclipse IDE

Exposure to Other Technical Skills

- Adobe InDesign
- Adobe Photoshop
- Microsoft Project Plan
- Visual Studio
- C++
- Autodesk 3dsMax
- MilkShape
- Torque Game Engine
- Windows Phone
- Unreal Engine
- Torque Constructor
- OpenGL
- DirectX
- Visio
- Rational Rose
- Adobe Flex

Non-technical Skills

- Communicate well within groups
- Able to use my analytical skills to find solutions
- Flexible to adapting to multiple environments
- Well rounded listening, verbal, and written skills
- Ability to look at an issue with a creative outlook

Professional Experience

Eyes Wide Games

Dec. 2010 – July, 2011

Clients & Projects

Applied Skills

- Quality Assurance for “CSI: Crime City” (2+ million users)
- Initiated “scrum” practices for deliverables
- Constructed test plans
- Integrated Jira Bug Tracking with test plans
- Version Control with Tortoise SVN
- Produced using ActionScript 3.0
- Quality Assurance for “IWON” using FogBugz



Thrust Interactive

Nov. 2010 – Dec. 2010

Clients & Projects

Applied Skills

- Quality Assurance for “FunCandy”
- Linux OS file management



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Georgia Game Developers Association

June. 2010 – Nov.2010



Clients & Projects

GGDA is a non-profit trade assoc. serving all game studios in GA.

Applied Skills

- Participated in research project for social media services integration
- Facebook Connect API experimentation
- XML and PHP scripting
- Use of PuTTY to run cronjob

Hi-Rez Studios

Jul. 2009 – Nov. 2009



Clients & Projects



Applied Skills

- Quality Assurance for “Global Agenda” using rigorous play-testing.
- Contributed suggestions and input from experience

GameStop

Aug. 2008 – Sept. 2009



Clients & Projects

Consumer market of the video game industry.

Applied Skills

- Provided retail customer service.
- Stocked product shelves
- Cashier

Indy Projects

- Independently developing an application for the Android Marketplace
- Created fully operational game using Unity Game Engine which is JavaScript based. Skills obtained were increase in knowledge of game development, working within a cohesive unit, and managing task with a fixed budget and time constraint.
- Created website using Weebly web creation site which is fully accessible at www.harrydbuck.weebly.com.
- Created ideas with Kaneva to help develop their 3D Apps for their virtual based application server

Education

Bachelor of Science in Game and Simulation Programming, June 2010

DeVry University, Atlanta, GA

Cumulative GPA: 3.8/4.0 Magna Cum Laude

Honors and Awards

- Dean's List
- DeVry University Community Scholarship
- Georgia's HOPE Scholarship
- Atlanta Mayor Shirley Franklin Next Step Scholarship

Relevant Coursework

- Intro to Game & Simulation Development
- System Architecture & Assembler with Lab
- Math for Game Programming
- Practical Game Design with Lab
- Visual & Audio Design with Lab
- Logic & Design
- Applied Development Project
- Data Structures & Artificial Intelligence w/Lab
- Modification & Level Design with Lab
- Simulation Design with Lab