Harry Buck

111 Stafford Street NW ● Atlanta, GA 30314 ● (404) 483-7303 ● HarryBuck@hotmail.com ● www.harrydbuck.weebly.com

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.

Tortoise Subversion

Jira Bug Tracking

Pivotal Tracker

FogBugz

Playspan

Android SDK

•

•

•

•

•

•

•

Technical Skills

- ActionScript 3.0 •
- Java .
- C# •
- JavaScript
- Unity Game Engine •
- Mercurial Subversion

Exposure to Other Technical Skills

- Adobe InDesign
- Adobe Photoshop •
- Microsoft Project Plan •
- Visual Studio •
- C++ •
- Autodesk 3dsMax

Non-technical Skills

- Communicate well within groups
- Able to use my analytical skills to find solutions •
- Flexable 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

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

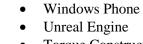
Nov. 2010 – Dec. 2010

Dec. 2010 – July. 2011

Applied Skills

- Quality Assurance for "FunCandy" ٠
- Linux OS file management •

- PuTTY •
- PHP •
- XML •
- Microsoft Word
- Microsoft PowerPoint •
- Eclipse IDE
- OpenGL •
- DirectX •
- Visio •
- **Rational Rose** •
- Adobe Flex



Unreal Engine

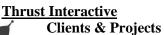
MilkShape

Torque Constructor

Torque Game Engine

UBISOFT

WON





Harry Buck

111 Stafford Street NW ● Atlanta, GA 30314 ● (404) 483-7303 ● HarryBuck@hotmail.com ● www.harrydbuck.weebly.com



Georgia Game Developers Association

Applied Skills

- Participated in research project for social media services integration ٠
- Facebook Connect API experimentation •
- XML and PHP scripting •
- Use of PuTTY to run cronjob •

Jul. 2009 - Nov. 2009

June, 2010 – Nov.2010

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



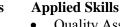
Hi-Rez Studios Clients & Projects

Clients & Projects

GGDA is a non-profit

trade assoc. serving all

game studios in GA.



Aug. 2008 – Sept. 2009



GameStop

Consumer market of the video game industry.

- **Applied Skills**
- Provided retail customer service.
- Stocked product shelves
- Cashier

Indy Projects

- Independetely 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 •





- •