

KEVIN JONES

PO Box 5
Dahlonega, GA 30533

(706) 429-5035
kevin.chris.jones@gmail.com
www.kevinchrisjones.com

SUMMARY

Software Developer with a focus on mobile applications, video games, and web content. Conceptualizes designs for games and interfaces, then uses technical expertise to realize them. Prioritizes client feedback throughout the development process. Collaborates with artists to find labor-efficient solutions to design problems. Sole proprietor of Kevin Jones Software Development LLC since October 2013.

EXPERIENCE

Cartoon Network

Atlanta, GA

Game Development Contractor

May 2014 – May 2015

- Independent contractor on a project-by-project basis for updates to existing CN mobile games and contributions to other projects.
- Projects include mini-games for *Cartoon Network Anything*, designed for iOS/Android and implemented using JavaScript and the CreateJS suite.

No, You Shut Up Games

Atlanta, GA

Programmer

February 2013 – June 2013, August 2013

- Independent contractor developing *Adventure Time: Legends of Ooo*, a dialog-driven iOS adventure game based on the popular Cartoon Network series. This update received 4.5 stars out of 5 based on over 600 player reviews.
- Refactored code and implemented debugging features to enable faster development and more productive collaboration between the developers and our client's QA team.
- Fixed bugs and implemented secondary game systems using Objective-C and Cocos2d-iphone.

Crystal Fish Entertainment

Atlanta, GA

Programmer

June 2012 – February 2013

- Independent contractor for *Growums Academy*, a puzzle game available on the iPhone and iPad.
- Implemented critical game features in C++ using Cocos2d-x and Apple's suite of development tools.

Emergent Game Group (Georgia Tech)

Atlanta, GA

Research Assistant

September 2010 – May 2012

- Lead programmer for *Ellis Island*, a historical MMO project built in the Unity3D game engine.
- Responsible for eliciting requirements from the design team and delegating development tasks to other programmers.
- Implemented a flexible XML-based model for game dialog and quests, allowing designers to create content for the game with reduced programmer intervention.

EDUCATION

Georgia Institute of Technology, Atlanta, GA

Aug 2008 – May 2012

Candidate for Bachelor of Computer Science

Concentrated in the Threads of Media and People

Overall GPA: 3.25, Major GPA: 3.86

SKILLS

Programming Languages:

C#, C++, JavaScript, Java, Objective-C, Python, C. Some exposure to Lua, Swift, SQL.

Software:

Xcode, Unity 3D, Cocos2d-x, Eclipse, Microsoft Visual C++, SVN, Git, Adobe Photoshop, Adobe Illustrator.

Operating Systems:

Mac OS X, Linux, Windows, iOS. Some exposure to Android development.

Web Design:

HTML, CSS, Javascript, JQuery, MongoDB. Canvas apps using CreateJS.

Communication:

Proven remote collaboration experience
Helped demonstrate research projects at "open house" events to an audience of researchers, students, and professionals
Composed documents on topics both technical and in the humanities

