



Brian MacIntosh

Game Programmer

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Skills

- Languages: C#, C++, Obj-C, Java, GL/HLSL, PHP, HTML
- IDEs: Visual Studio 2010, MonoDevelop, Eclipse
- Engines: SDL, Unity, XNA 4.0, Flash 10, DarkBASIC
- Other Tools: P4V, Subversion, Git, Adobe Photoshop, Adobe Illustrator

Experience

Obsidian Entertainment August 2013 – Current

- Worked as a programming intern on the kickstarted Project Eternity, an RPG in the style of the Baldur's Gate and Icewind Dale series.
- Collaborated with artists to implement the game's user interface in Unity.

theWRITEapp – Obj-C, iOS June 2012 – April 2014

- Served as a programming contractor for theWRITEapp Corporation to develop a series of educational game apps for the iPad
- Implemented a custom, well-featured text rendering engine for Cocoa Touch framework

Music Island – C#, XNA 4.0 June 2011 – November 2012

- Served as the sole programmer for Thunderfish Entertainment, a startup game company
- Released the game on the Xbox Live Indie Games market
- Created algorithms to generate a musical melody based on how well player does

Projects

Camera Obscura – C#, XNA 4.0 April 2011 – April 2014

- Led a team of 12 in developing the game for Steam Greenlight over 2 years
- Designed and build a custom level editor using C# and Windows Forms
- Created parallax and shearing algorithms to create the illusion of 3D

Heroscape Card Template – Magic Set Editor June 2009 – August 2013

- Created a well-featured scripted template for the software Magic Set Editor to enable the creation of cards for the game Heroscape
- Maintained the template since its release, updating it in response to user feedback

Education

B.S., Information and Computer Sciences

University of California, Irvine (expected graduation: June 2014)