

Ian Swain

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Available: August 2017

Education

Northeastern University, Boston, MA

Fall 2012 - 2017

College of Computer and Information Science
Bachelor of Science in Computer Science & Game Design, May 2017

Related Courses: Software Development, Object Oriented Design, Computer Systems, Computer Graphics, Algorithms and Data, Logic and Computation

Honors: Dean's List Fall 2014, Spring 2014, Fall 2016

Technologies

Languages: Javascript, HTML, CSS, Python, C#, Java, C++, Haxe

Frameworks: AngularJS, Backbone, Django, NodeJS, MySQL, Unity, OpenGL, Unreal

Other: Adobe Creative Suite, LESS/SASS

Experience

Software Developer, Testive, Boston, MA

Winter-Fall 2016

- + Designed, produced, and deployed a new product offering
- + Managed support tickets & customer relations across the site
- + Utilized the full stack to deploy new products and features
- + Worked closely on a small team filling roles when necessary

Engineering Intern, Applause, Framingham, MA

Spring 2015

- + Worked on a team to develop a new internal app with added functionality
- + Managed QA relations, fixed bugs and focused testing
- + Developed new features while adhering to internal and external standards
- + Learned new frameworks and applied them to current work

Supervisor, Pavement Coffeehouse, Boston, MA

Summer 2015-Present

- + Promoted from counter staff to barista to supervisor
 - + Managed employees on the floor and handled cash and orders
 - + Kept a clean and welcoming work environment while handling customers
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Projects

Elsewhere

Fall 2016 - Summer 2017

- + Designed, produced, and developed a procedural narrative game using Unreal Engine 4
- + Initially programmed until stepping up into leadership and art roles due to production needs

Game Prototypes

2013-Present

- + Created prototypes in Unity, luxe, amulet, and other engines in free time
 - + Handled programming, design and asset creation for all games
 - + Experimented with procedural generation and shaders
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Interests: Self taught guitar player, vegan cooking, record collecting, weird fiction

References: Furnished on request