GREG PARKER

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I am a game developer with a passion for creating high quality interactive entertainment. I have experience working on gaming titles for Disney, Pixar, Mobilityware and VR with Immersv. I have a Bachelor Degree in Computer Science and a Bachelor of Digital Design. I have expert knowledge of the Unity 3D game development environment, C Sharp and 3D modelling packages Blender, Maya and Photoshop. I am a full stack developer capable of designing models, animating and incorporating them into a polished final cross platform product.

EXPERIENCE

JUNE 2016 – AUGUST 2017
SENIOR GAME DEVELOPER/LEAD DEVELOPER, CEREBRALFIX

- Conceptualize, plan, and cost projects effectively.
- Manage the project roadmap and team through clear communication while also being a team player.
- Manage the automated build process of the game, repositories, and take charge of delivering milestone builds to the client.
- Compile any necessary technical documentation required.

JUNE 2014 – JUNE 2016
GAME DEVELOPER, CEREBRALFIX

- Develop video games using Unity and C# for iOS, Android, PC/Mac, and WebGL.
- Create HTML5 games using Phaser game engine and Typescript.
- Analyze client requirements and create game proposals and pitches.
- Integrating game assets with the appropriate game engine to meet artist and client expectations.
- Troubleshooting and bug fixing.
- Perfecting visual presentation of projects.
- Optimizing game assets and streamlining performance for the required platforms.

NOTABLE PROJECTS *(SEE GREGPARKER.NET FOR MORE INFO)*

DISNEY, MICKEY'S MAGICAL MATH WORLD – DONALD'S NUMBER LAUNCHER
This educational children's game was developed by a capable team from CerebralFix, in which I was a Developer. After the game's release, mini games were added in which I was the sole Developer in implementing. As there was no artist on the project I gained valuable experience in shader creation and creating 2D game art assets from concepts provided by Disney. The aim of the game is to wake up Donald Duck by shooting him with an alien, and involves basic mathematics and counting skills.

DISNEY & PIXAR, THE GOOD DINOSAUR (DINO CROSSING)

This game was developed to accompany the release of the movie 'The Good Dinosaur'. I worked on this as a Developer with a solid team from CerebralFix. This involved successfully working to tight deadlines while at the same time exceeding client expectations. The work was both enjoyable and valuable in augmenting my own game development skills. I also gained game art experience through creating and optimizing particle effects for this project. The game involves traversing environments in which you must avoid the paths of dangerous creatures and attempt to cross fast-flowing rivers where timing is everything.

DISNEY, CLUB PENGUIN 2 (CLUB PENGUIN ISLAND)

In June 2016 a team from CerebralFix was brought on to work with the Disney Kelowna team to finish Club Penguin 2. I was a Senior Developer on this team and worked on the following:

- Benchmarking and Optimization – Creating remote bots, creating benchmark tests, profiling the game, optimizing code including shaders.
- Accessibiliy iOS and Android – This was a first time plugin written in Obj-C and Java for Unity and so we worked with Unity to figure out the best solution for meeting the apps Accessibility requirements.
- Used GPU specific profiling programs to profile various mobile GPU's and investigate the UI rendering performance – draw calls, fill rate etc.
- Gameplay bug fixes.
- It was an extremely rewarding experience working with Disney team members, adapting to their way of working, and learning new skills. Prior to this project I had been focusing more on shader writing and GPU profiling, luckily I was able to put this to use and was given the task of profiling the game using various GPU Profilers and investigated draw call, fill rate, and shader issues. Later in the project I was given the role of leading the development of the custom accessibility plugin. As the game is for Android and iOS this required me to touch up on my JAVA and Objective C knowledge.

IMMERSV, VR TRAILERS

This was an enjoyable project in which I was the sole developer. Due to directly communicating with the client it was a success and was completed faster than expected, which resulted in CerebralFix receiving more future work. It involved integrating 360 Videos, 3D models, integrating various analytics plugins and also fixing issues in the Immersv SDK.

MOBILITYWARE, BLACKJACK

In March 2017, I worked as the lead developer of a seven person team on porting a Blackjack game written in Objective C to Unity (C#). The client, Mobilityware had commissioned the port due to the high cost of making changes to the original Objective C code and architectural design bugs. The finished result provided a cross platform, highly maintainable product.

FEB 2012 – MAY 2014
FREELANCE ARTIST/DEVELOPER, SELF-EMPLOYED

- Create 3D art using Maya 3D and Blender for Modelling, Texturing, Rigging, Animation, Particle Effects, and Dynamics.
- Create games and prototype applications using Unity 3D using C# and Javascript.
- Create 2D art using Photoshop – Game UI, Game Titles.
- Work with clients to conceptualize, cost, and plan work.

- Design gameplay and user experience – Level design and planning.
- Design, build, and maintain efficient, reusable, and reliable code.
- Ensure the best possible performance, quality, and responsiveness of applications.
- Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems.

JAN 2008 – DEC 2008

BUSINESS SOLUTIONS CONSULTANT, MICROSOFT NAV DEVELOPER

- Consult with clients on requirements and ideas around new databases or altering existing ones, primarily using SQL Server and Microsoft NAV (C/AL).
- Database development and maintenance (SQL and NAV)
- Develop and maintain custom software applications to work with NAV using .NET (C#)
- Troubleshooting and bug fixing.

JAN 2007 – NOV 2007

DEVELOPER, INOTEK PHARMACEUTICALS CORPORATION

- Database development and maintenance using appropriate tools.
- Creation and maintenance of custom label printing software.
- To assist in the administration of the company software systems.
- Learn through workload sharing and research.
- Participate in training sessions of all kinds.
- Gather User Requirement Specifications (URS) before beginning database development to ensure thorough understanding of problems being solved.
- Document (URS) for approval by stakeholders before development begins.
- Update metadata repository (Roadmap).
- Develop and modify databases in accordance with gathered requirements.
- Work with QA testing to fix bugs and other issues.
- Adhere to development standards and naming conventions.
- Assist to troubleshoot databases.
- Manage individual projects.
- Other projects and duties as required.

EDUCATION

2009 - 2011
BACHELOR OF DESIGN (DIGITAL DESIGN), AUCKLAND UNIVERSITY OF TECHNOLOGY

2003 - 2006
BACHELOR OF APPLIED SCIENCE (COMPUTER SCIENCE), LINCOLN UNIVERSITY

REFERENCES AVAILABLE UPON REQUEST