

RICHARD E HARRISON

GAME PROGRAMMER & DESIGNER

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RECENT EXPERIENCE

Programmer/Technical Designer

Sky Punks (~1m downloads) (Unity 3D)
Drone: Shadow Strike (5m+ downloads) (Unity 3D)
Sky Pirates of Neo Terra (1.5m+ users) (Unity 3D)

C# gameplay, front-end and editor programming
Front-end design and implementation

Director/Level Designer

Pulse (Unity 3D)

Challenging design around unusual gameplay constraints
Puzzle design and implementation
Strong self-motivation

Technical Support Representative

Ability to explain complex concepts in a simple manner
Effective communication with co-workers

Programmer

Geographical mapping & image manipulation software
VB.net & Java

Fathom Interactive

July 2012 - Present
Vancouver, BC

Pixel Pi Games Inc.

February 2012 - Present
Vancouver, BC

MTS Allstream

July 2010 - June 2011
Winnipeg, MB

Taiga Air Services

January 2010 - May 2010
Winnipeg, MB

EDUCATION

Diploma - Game Design

Honor Roll Status | Class Rep

Vancouver Film School

Summer 2011 - Summer 2012
Vancouver, BC

BSc - Applied Computer Sciences

University of Winnipeg

Fall 2006 - Spring 2009
Winnipeg, MB

International Baccalaureate Diploma

Honor Roll Status

Kelvin High School | IB Program

Fall 2002 - Spring 2006
Winnipeg, MB