JOHN SUMMERVILLE

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SYSTEMS ANALYST | SOFTWARE/GAME DESIGN AND DEVELOPMENT

Analytical, results-driven Game Designer, Developer, Artist, and Software Developer with proven track record for developing solutions to large-scale complex business operations initiatives utilizing Model View Controller (MVC) and Object-Oriented Programming (OOP) methodologies. Keen ability to implement agile methodologies, gather requirements, design customized solutions and analyze data to enable solid business decisions. High ethics and integrity. Adaptable and innovative with astute time management skills. Flexible with art and programming skills.

- **Game Development** - Unity 3D, C#
- **Requirements Discovery | Documentation**
- **Backend – Web Services, Event Listeners**
- **System Analysis Diagrams** – ERD, DFD, Event Table
- **3rd Party Integration** – API, WebHooks
- **2D Art** - Adobe Photoshop | Illustrator
- **2D Animation** - Piskelapp

- **Design Methodologies** – OOP, MVC
- **Platforms** – Web, Desktop, iOS
- **Databases** – SQL Server, DB2
- **Programming | Scripting Languages**
  - **Java** - Springboot, IntelliJ
  - **.NET** – C#, Visual Studio, ASP.NET
  - **Data** – SQL, DB2, JSON, XML

PROFESSIONAL EXPERIENCE

Game Designer/Dev | FULL SAIL UNIVERSITY | GAME DESIGN MASTERS PROGRAM | *Orlando, FL*   April 2020 – Present

- Currently leading team of **20 members** for **2 Foxes and the Puzzling Forest** (2.5D puzzle game)**;** designed and developed core puzzle mechanic functionality (player controls/interactions and win conditions) and some menu functionality
- Brought forest themes to life in **Quest of Jewels** (2D platformer adventure game) by designing 2D platform art and some background art for the game
- Enabled player and enemy functionality for **Psych** (3rd-person shooter/adventure game) by implementing a weapon steal function for the player and developing the AI functions for enemies.

Programmer | J.B. HUNT | TECHNOLOGY - DCS LOAD PLANNING | *Lowell, AR*   May 2018 – Nov. 2019

- Utilized Blob data storage technology to allow product delivery events to be associated to unregistered products; enabled functionality of dependent downstream processes so that the business can have access to these products' delivery history
- Developed and maintained a reporting application to enable the business to monitor statistics and survey feedback from end consumers and make decisions accordingly

Programmer | WALMART, INC. | TECHNOLOGY OPERATIONS | *Bentonville, AR*   Oct. 2016 – Feb. 2018

- Constructed live data visualization dashboards in Kibana, Microsoft Azure Application Insights and Powershell, connected web app (front-end to back-end) enabling real-time monitoring of system metrics and requests.
- Analyzed **400+** Mainframe queries to facilitate Store Number Expansion project, which enabled 5+ digit store numbers; prevented major data errors through proactive analysis, avoided **$1M+** in costs.
- Founded and launched Game Design and Development group of 20+, facilitated presentations and organized employee and youth workshops to introduce Gamification in the workplace, game design using Unity 3D and Blender.

EDUCATION | PROFESSIONAL DEVELOPMENT

Master of Science | Game Design
FULL SAIL UNIVERSITY | *Winter Park, FL* | *MAY 2021*
Bachelor of Science in Information Technology | Application Software Development
ALFRED STATE COLLEGE OF TECHNOLOGY | *Alfred, NY* | *August 2015*