

# Brook Jones

## Software Developer

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## Education

**B.Sc., Computer Science** (English Lit. Minor), University of British Columbia (2006)

## Skills

**Languages (extensive experience):** C/C++, C#, Swift, Javascript/NodeJS, ActionScript, SQL

**Languages (moderate experience):** PHP, Java, JSP, Perl

**Platforms developed for:** iOS, PS4, PS3, X360, PS2, PSP, PC

## Experience

### **Senior Software Engineer, Session Games (2017 - contract)**

- was a principal developer of both client (Swift) and server (PHP) code for an original prototype native iOS app
- streamlined and formalized the local server development and deployment processes
- worked with a small design + production team to specify and implement new features in the app (client + server)

### **Senior Software Engineer, Jetpack Interactive (2016-2017 - contract)**

- *Orcs Must Die! Unchained* (PS4, 2017):
  - worked as part of a small engineering team porting a PC game to PS4, which included implementing an alternate control scheme, modifying the user interface where necessary, and adding support for Sony-specific features
  - primary work was in Unity, with occasional work in Unreal / Scaleform

### **Founder / Creator, Mixalator.com (2016 - present)**

- funded, designed and developed a dynamic cloud-based bookmark randomizing service based on an original idea
- client (browser) code built on ReactJS; server code built on NodeJS; backend using Postgresql
- created a custom framework for producing multiple browser extensions (Chrome, Firefox, Safari) from shared code
- orchestrated a robust local development and deployment process, incorporating Vagrant, Git, and Heroku

### **Lead UI Engineer, United Front Games (2010 - 2015)**

- *Triad Wars* (PC, 2015), *LittleBigPlanet Karting* (PS3, 2012):
  - managed the technical design of a complex and multi-faceted UI system
  - oversaw the creation of a UI team that grew to include 7 other programmers (trained new hires; coordinated task assignments with production staff; conducted code reviews and 1-on-1 sessions)
  - rewrote a core UI widget to accommodate a much broader range of uses
  - created a tuneable UI tween class to give artists scriptable control of Flash animations
  - created diffing tools for easier version control of Flash files

### **UI Engineer, United Front Games (2008 - 2010)**

- *ModNation Racers* (PS3, 2010):
  - worked closely with UI artists in the design and creation of complex Flash-based screens
  - wrote code to drive these screens, populate dynamic screen content, and manage the screen flow

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### **Software Engineer, Backbone Entertainment (2006 - 2008)**

- *Monster Lab* (PS2/Wii, 2008): ported game code from Wii to PS2 (input, save/load, UI, gameplay)
- *Sonic Rivals 2* (PSP, 2007): created boss battle code (scripting, animation hooks, gameplay)
- *Bomberman Live!* (X360, 2007): wrote code for UI and Xbox Live matchmaking
- *Konami Arcade Live!* (PC, 2006): ported X360 code to PC (D3D9), and added support for a proprietary controller

### **JSP Web Developer, Research in Motion (2005)**

- designed and implemented numerous database-driven web applications for [www.blackberry.com](http://www.blackberry.com)
- worked on over-the-air web delivery of J2ME instant-messaging clients to BlackBerry devices

### **JSP Web Developer, UBC Computer Science Dept. (2003)**

- designed an Oracle database for a new CS faculty recruiting application system
- designed and built a JSP front-end for this system (for both application and administration)

### **Jr. Software Engineer, Kodak/Creo (2002)**

- designed and implemented a Mac OS X GUI app built on top of the command-line Perforce client

### **Jr. Software Engineer, DSI Datotech (2002)**

- created a plugin allowing Adobe Illustrator to interface with a proprietary multi-touch input device

## Leadership and Other Experience

### **Webmaster, brookinc.ca (2000 - present)**

- created and maintained a personal website

### **Residence Coordinator, UBC Housing (2004 - 2005)**

- managed a team of six Residence Advisors covering a building housing 200 students
- worked with my team to help them fulfill their collective and individual job expectations
- leveraged leadership and organizational skills to coordinate event planning and academic support channels, enforce residence standards, and develop a sense of community within the building

### **Residence Advisor, UBC Housing (2001 - 2004)**

- supervised, provided leadership and support for, and ran a variety of programs and events for a floor of 25 students
- facilitated a healthy, respectful and active residence environment
- completed extensive training in conflict resolution, leadership, personality styles and team dynamics

### **Graphic Design Technician, FastForms Inc. (2001)**

- drew 100+ retail store layouts quickly and accurately from store blueprints using Adobe Illustrator
- generated Linotype film output using QuarkXPress

## Hobbies + Interests

- video games (naturally)
- whisky
- James Bond films
- photography
- graphic design
- trivia