

Brook Jones

Software Developer

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Skills

Languages (extensive experience):	C/C++, ActionScript
Languages (moderate experience):	PHP, Java, JSP, SQL, Perl, HTML, CSS
Platforms developed for:	PS3, X360, PS2, PSP, PC

Work Experience

Lead UI Programmer, United Front Games (2010 - present)

- **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 our core list 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 Programmer, United Front Games (2008 - 2010)

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

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
- 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 for 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, www.brookjones.ca (2000 - present)

- created and maintained a personal website using HTML, CSS, and Javascript

Residence Coordinator, UBC Housing (2004 - 2005)

- managed a team of Residence Advisors covering a building housing 200 students
- worked with my team to help them fulfill their collective and individual job expectations
- used 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

Education

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

Hobbies & Interests

- Photography
- Whisky
- Drama/Theatre
- Graphic Design
- James Bond films
- Trivia