

BURTON S. POSEY

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OBJECTIVE:

- To design; to create; to inspire through the development of engaging interactive and game projects

SKILLS

Programming

Actionscript 2.0 & 3.0, XML, HTML, CSS, HLSL/Cg Shader authoring, Javascript (Unityscript), Visual Basic, Visual C#, Visual C++, MEL Script, Lua, Python, MySQL, Unreal Script, Kismet, Strong OOP

Art

Adobe Flash CS3, Adobe Photoshop CS3, Adobe Illustrator CS3, Autodesk Maya (8.0 8.5, 2008), Unreal Editor (3.0, 4.0), Pixologic Zbrush 3, Unfold3d, Unity Engine 2.5

EXPERIENCE:

Contract Interactive Developer, GROMIQUE

April 2009-Present, Atlanta, GA

- Develop and implement interactive projects, focusing on creating dynamic and engaging applications

Independent Interactive & Game Designer/Developer

April 2009-Present, Atlanta, GA

- Develop interactive and game prototypes utilizing current and emerging market trends

Contract Game Developer, ISO INTERACTIVE

May 2009-September 2009, Atlanta, GA

- Developed Flash game projects with an emphasis on run-time efficiency and code reusability.

Associate Interactive Developer, MAXMEDIA DESIGN

June 2008-April 2009, Atlanta, GA

- Implemented Flash projects using a wide range of disciplines (3D, 2D physics, dynamic content loading)
- Developed clean, well commented code with a focus on runtime speed and overall organization of code

Contract Flash Game Developer, EYES WIDE GAMES

March 2008-April 2008, Atlanta, GA

- Developed, under contract, the implementation of key game systems employing the processing of metadata, dynamic loading of remote media sources, and implementation of sound user interface concepts

Intern, KANEVA INC.

April-August 2006, Atlanta, GA

- Iteratively designed interactive menu system for use in product, "Virtual World of Kaneva"
- Developed Adobe Flash interactive user relational technology for integration into user community pages
- Provided support, tutorials, problem solving, and wiki documentation to community of independent developers

FX Artist Intern, WAVEFORM GAMES, LLC.

January-March 2006, Atlanta, GA

- Designed, developed, and implemented procedural graphics and special effects
- Fine-tuned existing High Level Shader Language (HLSL) effects to enhance the virtual world experience
- Transferred 3D assets from native 3D modeling program into virtual world game platform

Volunteer Tutor, Programming for the Artist (AIA)

December 2005- March 2006, Atlanta, GA

- Assisted instructor with classroom discussions
- Assisted students with troubleshooting and building their understanding of the Visual Basic language

EDUCATION:

Bachelor of Arts - Visual and Game Programming
THE ART INSTITUTE OF ATLANTA

Expected Graduation September 2009, Atlanta, GA

- Focused on scripting and programming for the creation of compelling and graphically rich experiences

AFFILIATIONS:

- International Game Developers Association (IGDA), Member 4 years (2005-2007, 2009)
- Georgia Game Developers Association (GGDA), Member 3 years (2006-2007, 2009)