

# BURTON S. POSEY

(c) 770-361-2186 [burtonposey@gmail.com](mailto:burtonposey@gmail.com)

[www.burtonposey.com](http://www.burtonposey.com)

[www.addogames.com](http://www.addogames.com)

## OBJECTIVE

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

## SKILLS

### Programming

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

### Art

Adobe Flash CS5, Adobe Photoshop CS5, Adobe Illustrator CS5, Autodesk Maya (8.0-2012), Unity Engine 3 (Pro + Pro iOS), Unreal Editor (3.0, 4.0), Modo

## EXPERIENCE

### Principal, ADDO GAMES LLC

April 2009-Present, Atlanta, GA

- Development of original IP with plans to deliver consistent experience across multiple social media platforms
- Develop interactive/game experiences on contractual basis for clients
- Develop interactive and game prototypes utilizing current and emerging market trends

### Interactive Developer, DEFINITION 6

October 2009-September 2010, Atlanta, GA

- Development of creative Flash applications; Emphasis on creating efficient and expandable applications

### Contract Interactive Developer, GROMIQUE

April 2009-October 2010, Atlanta, GA

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

### 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

## EDUCATION

### Bachelor of Arts - Visual and Game Programming

Graduated September 2009, Atlanta, GA

### THE ART INSTITUTE OF ATLANTA

- 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, 2009-2012)
- Georgia Game Developers Association (GGDA), Member 3 years (2006-2007, 2009-2012)