

EDWARD FISHER

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RELATED SKILLS

Development Software
Defect Management Tools
Version Control Software
Programming Languages
Artificial Intelligence
Machine Learning

Unreal Development Kit, Unreal 4, Microsoft Office, Microsoft Visual Studio
DevTracker, Unfuddle, Codeplex
SVN, Team Foundation Server, Perforce, Unfuddle, Github
C#, UnrealScript, C++, JavaScript, Java, Lua
Finite State Machines, A* searches, Hierarchical Task Networks
Neural Networks, Support Vector Machines

EDUCATION

Full Sail University

Bachelor of Science - Game Design, March 2011-December 2013
Winter Park, Florida

Coursera

Machine Learning Certificate (Stanford)
The Data Scientist's Toolbox Certificate (Johns Hopkins University)
Project Management: The Basics for Success Certificate (University of California, Irvine)

GAME PROJECTS

Project Infinity

02/16 -> Present

Status: **Development**

Authored game design document and project schedule
Engineered all features present in the game using C++
Coordinated multiplayer testing with external groups
Constructed Mono-based patcher for project

Fuzzytotems' TArray Plugin

12/15 -> Present

Status: **Open Beta**

1,000+ downloads since public release
Developed plugin in C++ to give Blueprint visual scripting access to sort functionality
Maintained project repository on GitHub
Conducted interdisciplinary usability testing to broaden potential user base

Randomized Dungeon System

09/15

Status: **Released**

Identified solution to lacking multiplayer functionality in DasMatze's dungeon system
Implemented multiplayer functionality

P.U.S.H.

09/13 -> 12/13

Status: **Released**

Oversaw project repository in Perforce
Scripted gameplay elements in UnrealScript according to game design specifications
Created Kismet visual scripting nodes to meet the demands of level designers
Designed a puzzle style to uniquely employ the block reset mechanic within the game
Orchestrated A/B testing on the push and reset mechanics

Death Orb Wars

06/12 -> 10/12

Status: **Released**

Programmed entire game in C# utilizing the XNA API
Developed a Finite State Machine to handle the decision making of enemy orbs
Maintained project repository on GitHub
Authored game design document
Led an interdisciplinary team of engineers, musicians, and artists

Rawr

05/09 -> 07/10

Status: **Released**

Updated "Elemental Shaman" module in C#
Managed module's repository on Codeplex
Improved run time and mathematical accuracy of calculations
Broadened UI options for end user

INDUSTRY EXPERIENCE

Psyodronix

06/12 -> Present

Programmer, Designer, Producer - "Project Infinity" (current)
Programmer - "Fuzzytotems' TArray Plugin" (current)
Programmer, Designer, Producer, Director - "Death Orb Wars"