PARKER MOORE
GAMEPLAY PROGRAMMER

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📞 (503) 250-0570

My objective is to obtain a position where I can gain career experience while learning new skill sets that benefit the company.

employment history

BENEDEV, LLC
Founder & Lead Programmer
July 2016 - Present

Design and develop video games for IOS and Android devices.
www.benedev.com

Responsibilities:
Programming gameplay, UI, AI, and Networking

Projects:
- Waves&Wings: Created backend leaderboard system(PHP/MySQL). Programmed prize redemption (shopping cart), game menus, and various data-driven pieces. Programmed gameplay mechanics(C#). Used FaceBook SDK to track game metrics.
- My Mans Not Hot: Used previously built game template from Waves&Wings to create another endless runner game with new art assets I designed. **2K organic downloads**
- Block Busterz: Programmed gameplay(C#), wrote custom scripts to scale game to any mobile device for IOS or Android (C#), programmed all data-driven modules. Scripted events and optimized old code using unity's profiler to increase rendering efficiency.

uTest
Quality Assurance
June 2017 - Present

Freelance QA work.

Responsibilities:
Find and log bugs across multiple platforms and applications

Achievements:
- Ranked 199/306,145 for accumulative uPoints (measuring active community involvement)
- 40+ test cycles with 65% bug approval rate and 10% of those being critical bu

education

Portland State University
Computer Science
Portland , Oregon
Enrolled

professional skills

C++: ★★★★☆
C#: ★★★★☆
SQL: ★★★★☆
PHP: ★★☆☆☆
Java: ★★☆☆☆