John G. Styes III   _

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Skilled Professional with +25 years of Experience (+24 titles/+12 platforms)

- Bachelor of Science: ComSci Major/Art Minor at Central Michigan University (May 1997)
- Expert in crafting games in **Unity and Unreal 4/5.**
- Knowledgeable using **C/C++**, Python, HLSL, **C#,** Javascript, and HLSL
- Understands software development on the PC, consoles, and handhelds
- Problem solver, great debugging skills, great design skills, expert tools writer, and artistic talent.
- A passionate programmer dedicated to making only great games
- Experience working on every console from N64 to the Xbox OneX and PS5.

Technical Director   Feb. 2022 - Present

5by5 Studios-Hoodies, Last Expedition
- Led a team of programmers
- Worked on demos, prototypes, tools, proposals, and technologies
- Heavily involved in the hiring process for new employee

CTO   Mar. 2020 - Feb 2022

Marching Cube - Gotham Knights, Lemnis Gate, Vervi, Top Golf, Paranormal Activity, Minions Blast
- Led a team of programmers on multiple work-for-hire projects..
- Worked on a number of demos, prototypes, tools, and technologies
- Heavily involved in the hiring process for new employee

Technical Director   Jun. 2012 - Mar. 2020

Red Fly Studio -TMNT: Out of the Shadows, TMNT: Portal Power, Dead Run, Inertia, Mushroom Men: Truffle Trouble
- Led team of programmers to the completion of 3 titles.
- Worked on a number of demos, prototypes, tools, and technologies
- Heavily involved in the hiring process for new employees
- Helped construct pitch docs and planning docs.

Senior Client Programmer   Feb. 2009 - Jun. 2011

Sony Online Entertainment (Daybreak) - DC Universe Online
- Extended UE3's Animation System to process combats events and physics states like wall climbing.
- Worked on tools for the backend to synchronize client animation events with server combat.
- Created a LOD system and a relevance system to allow the game to handle as many users as possible.
- Analyzed game performance and wrote up reports and implemented solutions.

Senior Programmer   Dec. 2006 - Jan. 2009

NCSoft - Tabula Rasa
- Maintained, improved, and optimized the graphics engine/tool set for Tabula Rasa on the PC
- Tools including plug-ins for 3dsMax, HLSL, SQL sprocs, Python, sought-after features(FPS camera)and post effects

Senior Programmer   Sep. 2004 - Dec. 2006

The Fizz Factor Austin - Ice Age 2 DS, Spyro the Dragon: Shadow Legacy
- Developed a WTL-based editor for Fantastic Four on the N:Gage, a VR Manager (Nintendo DS), and a build pipeline
- Co-Designed and programmed the 3D boss battles for Spyro the Dragon RPG
- Programmed two mini-games, UI, and the build system on Ice Age 2 Senior Graphics

Graphics Programmer   Sep. 1999 - Aug. 2004

Iguana/Acclaim Studios Austin - QB Club 2000-2003, All-Star Baseball 2002-2005, NBA Jam 2004, Legends Of Wrestling
- Designed and solo programmed the highly acclaimed Quarterback Challenge mini-game
- Senior developer for the sports engine developed for the PS2/Xbox/Nintendo Gamecube
- Senior/lead developer on for Showdown: Legends of Wrestling 1 & 2 on the PS2 and Xbox

Indy Developer   Sep. 1999 - Present

Indy Games - Knight of the Hamsters, CheneyStar, and CaveIn – Miner Rescue Team (Xbox360/Steam)
- CaveIn – Miner Rescue Team (Xbox360/XNA Community Games) #8 of "Top 10 Xbox360 Community Games of 2008"

See my portfolio of work at https://www.johnstyes.com