

Martin Copp

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Objective

To obtain employment as a programmer or designer in a motivated team environment, working in a position that utilizes and develops my skillset.

Work Experience

On The Fly Entertainment

2010-Present

Owner - Lead Developer - Lead Designer

- Conceptualized, developed and released a highly polished puzzle game on Xbox Live Indie Games.
- Worked closely with artists to create animated rigs with parts that were easily randomised and customizable.
- Developed a comprehensive business plan focusing on social network and flash games.
- Designed two social network games in Flash which we are in the process of developing.

Miramichi New Brunswick Community College

2010-2010

Instructor - Electronic Game Design

- Developed course syllabi for 3D Game Programming and Audio Programming for a two and a half month term.
- Taught the fundamentals 3D game programming using DirectX 9. This included: initializing DirectX, the basics of polygons, texturing polygons, concept of a camera, and moving objects in 3D space.
- Taught the use of FMOD's programmer API. This included: initializing FMOD, playing sounds, using streams, playing sounds in 3D space, and using and modifying DSP effects.

Child Safety Research and Innovation Center

2008-2009

Edutainment Game Developer

- Converted a large scope adventure game from Adobe Director to Flash.
- Conceptualized and developed mini-games and prototypes in ActionScript 3.0.
- Worked closely with a team of artists and programmers. Planned timelines and delegated tasks.
- Developed game concepts, design documents, and project management plans.

Department of National Defence

2007-2008

Quality Assurance - Lead Developer of the Courseware Authoring Toolset (CAT) 2.0

Internship

- Using AS2, Javascript and XML developed an application similar to Dreamweaver, used to output Flash courses under mandated DND guidelines.
- Updated CAT 1.0 base code from VB6 to VB.NET.
- Implemented features based on developer feedback and requests.
- Developed documentation for future developers, and end-users.
- Presented in a session on CAT 2.0 development at the DNDLearn conference in Cornwall, Ontario.
- Gave a presentation on the CAT 2.0 to the Deputy Minister of National Defence.

Proficiencies

Programming

Languages:

- ActionScript 3.0
- C/C++
- C#
- VB.NET
- UnrealScript
- ActionScript 2.0
- HTML5
- PHP
- Java
- Lingo

APIs, Technologies and Libraries:

- OpenGL
- DirectX 9
- XNA
- Box2D (AS3)
- SDL
- FMOD v4.0
- Flixel
- TweenMax
- HTML/CSS
- MySQL
- Javascript

Software:

- Flex/Flash Builder
- Visual Studio '03 - '10
- Flash CS3 - CS5
- FlashDevelop
- Google Docs
- Microsoft Office Suite
- Photoshop CS3 - CS5
- Adobe Director
- Unity

Source Control:

- Subversion
- Perforce
- Git

Skills listed in order of competency, from excellent to moderate.

Work Experience Cont.

- Vinland Studios** 2007-2007
Developer - Vinland Saga
- Managed project source and Unreal Engine 3 beta source code using Perforce.
 - Aided in the development of a wiimote interface for Virtual Sailor to be used in a kiosk.
 - Coordinated team members in the development of the mod.

Education

- Miramichi New Brunswick Community College** 2007-2008
Applied Arts Advanced Diploma
- Received a certificate of excellence.

- Miramichi New Brunswick Community College** 2005-2007
Electronic Game Design
- On the Dean's list throughout entire enrollment.
 - Graduated with honours and received the Principal's Award.

Industry Involvement

- Attended the Montreal International Game Summit. 2007, 2008, 2010
- Attended the Toronto Vortex Game Competition. 2009
- Helped select and contact speakers, organize volunteers as well as the Gamejam for the NBCC Jalloo Animation and Gaming Festival. 2010