

BURTON POSEY

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@burtonposey

Objectives

To work in environments where creative, design, and technology collide; To be a part of a team creating products and experiences to inspire and affect the world

Education

Art Institute of Atlanta AIA, 2009
BA – Visual & Game Programming

Skills

Programming

C#, JSON, XML, Actionscript, Javascript, OOP, MVC, Cg Shader Authoring, PHP

Art

Unity Game Engine, Maya, Photoshop, Flash, Illustrator, Unreal Engine 3

Achievements/Affiliations

Created original IP, Robots Love Ice Cream (RLIC) - over 700k installs to-date

RLIC featured at major conventions (PAX Prime Kickstarter Arcade 2012, PAX Prime Indie MEGABOOTH 2013, GDC Indie MEGABOOTH 2014)

Speaker, SIEGE conference (2012-2014)

RLIC written about and covered on Wired, Destructoid, IGN, Indie Games Channel, Touch Arcade

Awarded Best Portfolio, Visual & Game Programming @ AIA

Reddit Unity3d subreddit Moderator

Augmented Reality Business card featured on Mashable

Experience

Hi-Rez Studios

Senior Software Developer | May 2014-Present

- Assist AAA studio in rapid prototyping and development of mobile games using C# in Unity
- Roles: Producer, game designer, developer, level designer, and project manager across several incubator project teams

Dragon Army

Senior Developer | October 2013-April 2014

- Joined Dragon Army, a venture-backed studio, as a result of my company's acquisition. Finished and released IP I created, Robots Love Ice Cream (available on iOS (featured), Android (featured), Fire TV, Google TV)

Addo Games

Principal | April 2009-Dec 2013

- Started Robots Love Ice Cream (2011); Roles: producer, lead developer, tools developer, modeler, rigger, marketing
- Developed interactive and game applications for large brand clients such as Ford, Yahoo, Clorox, Sesame Street, and Barilla Group
- Developed interactive and game prototypes utilizing emerging market trends (AR)

Definition 6

Software Developer | April 2009-October 2010

- Developed Flash applications for large brand clients such as Coca-Cola, Mitsubishi, and Verifone
- Worked in company's Innovations team as developer/researcher for motion matching contextual content into video marketing campaign

Maxmedia

Junior Developer | June 2008-April 2009

- Implemented Flash projects using various disciplines (3D, 2D physics, dynamic content loading), focusing on clean code and performance optimization
- Completed projects for AT&T, Autotrader, and API