

# John Lynk – Game Programmer

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## Relevant Skills:

Programming Languages: C++ (Proficient), ActionScript 3.0 (Proficient), ActionScript 2.0 (Proficient), JavaScript (Intermediate), Java (Intermediate)

Other Skills: Adobe Flash (Proficient)

Other Software Experience: Visual Studio, Perforce, JIRA, Tortoise SVN, Celoxis, and Bugzilla.

## Work Experience

*Hangar 13 Games: UI Engineer*

*February 2015 – Present*

- Worked in C++ and ActionScript 3.0 to implement many HUD features and messaging elements for Mafia III.
- Implemented multiple menus including the weapon and service selection menus, and the tutorial system for Mafia III.
- Worked on multiple memory and performance optimizations through development of Mafia III.
- Worked on implementing necessary UI for racing activities released in free Mafia III post-launch DLC.
- Currently working on unannounced title.
- Shipped titles: Mafia III (PC/Xbox One/PS4), Mafia III Racing DLC, Mafia III DLC

*Second Avenue Learning : Software Developer*

*November 2012 – October 2014*

- Led development on a series of HTML5/JavaScript games to serve students with content using Edmodo's OpenMinds platform.
- Developed numerous HTML5/JavaScript applications designed to teach students various math topics.
- Provided support and additional features for an online learning management system, including linking and synchronizing accounts between two different systems, utilizing PHP and MySQL.
- Shipped titles: Word Cloud Challenge 200 (iOS), Quacktions (iOS, Android, Edmodo)

*1<sup>st</sup> Playable Productions : Programmer Co-op*

*December 2011 – May 2012*

- Implemented gameplay features in several titles including NPC behaviors, player movement based on touch screen input, simple battle mechanics, platformer mechanics, and heat transference through conduction and convection.
- Performed general debugging and performance optimization.
- Implemented sharing of user created content on Facebook for Shatoetry on iOS.
- Shipped titles: Silverlicious: Sweet Adventure (Nintendo DS), Shatoetry (iOS), Monster Music (Flash), RoboRiot (Flash), Galactic Gloop Zoo (Adobe AIR)

## Projects

*Global Game Jam 2014 – Astropox*

*January 2014*

<http://globalgamejam.org/2014/games/astropox>

- Add and remove blocks from to obstruct or trap enemy characters, keeping them away from the goal crystal.
- Responsible for leading development with two other programmers on an HTML5 version.
- Participated in design of core gameplay mechanic during prototype phase and worked with two other programmers on implementing an HTML5 version. The GameMaker prototype was submitted at the end of the 48 hours.

## Education

**Rochester Institute of Technology, Rochester, NY** Bachelor of Science in Game Design and Development, Graduated 2012, GPA: 3.8