David Or

Game Design, Development, and Production

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SKILLS

- **Specialties**: Game ideation, Systems design, Rapid prototyping, UI/UX design, Usability testing, Agile / Scrum project management, Full stack development
- **Software**: Unity, HTML5, Flash, Construct, GameMaker, Defold, Visual Studio, WebStorm, Microsoft Office, Balsamiq, nanDECK, Photoshop, InDesign, Audacity, Google Analytics, Azure, Trello, VSO, SVN, Git, Slack
- **Languages**: C#, JavaScript, TypeScript, ActionScript 3, Python, Lua, PHP, SQL, CSS
- **Certifications**: *Scrum Alliance's* Certified Scrum Product Owner

WORK EXPERIENCE

Bloomfield College   **Adjunct Professor**   **Aug 2017 – June 2018**

- Oversaw the Game Capstone course, teaching students collaborative software development methodologies and guiding them to design, build, polish, publish, and market their game projects.

Arkadium   **Director of Interactive Content & Product Engineering**   **Jan 2011 – Present**

- Directed a team of 10 engineers globally to design and develop high-quality solutions for end users. Optimized team processes, technical skills, and workflow pipelines, effectively doubling the team velocity.
- Lead development in Research and Development team. Ideated, designed, and programmed 50+ game prototypes in Flash, Unity, and HTML5, each on a 2 - 4 week development cycle. Many ideas went on to become successful cross-platform games (*Imago, Twisty Hollow, Ice Cream Blast, Match & Merge, Tumble Tiles*).
- Oversaw design and development of F2P casual games (*Solitaire, Crossword, Sudoku, Jigsaw, Mahjongg*), published on mobile and many popular websites including Washington Post, CNN, LA Times, AARP, Discovery, and AOL. Top games have over 2 million monthly active users.
- Prototyped new game modes for premier Windows 8 titles (*Taptiles, Microsoft Jigsaw, Microsoft Jackpot*).
- Provided game loops, wireframes, beat charts, pillars, design documentation, and pitches for game projects.
- Utilized Google Analytics and internal analytics packages to identify opportunities & issues related to retention, K-factor, CTP, ARPU, tutorials, level drop-offs, and UI/UX.
- Ran semiannual game jams across offices in NY, Ukraine, and Toronto, leading to 125+ new game concepts.
- Taught and managed internal game development classes, focusing on design, programming, art, and analytics.
- Designed and organized physical or experimental games for Come Out & Play, Indiecade, and other festivals.

Microsoft Advertising / Massive Inc   **QA Lead**   **Feb 2008 – Oct 2010**

- Managed a team of 10+ testers to perform QA on Xbox 360 and PC titles (*Saints Row 2, Far Cry 2, Splinter Cell: Conviction, James Bond 007: Blood Stone, Madden 09, NBA2K* series, *Guitar Hero 3, Blur,* and others).
- Communicated with developers about ad design, placement, and integration.

Design Attic   **Game Designer**   **Summer 2007**

- Designed and programmed an educational web-game for Kingsborough Community College's Hotel Management curriculum. The game simulated the experience of managing a hotel and provided quizzes at the end of the scenario, which were created and graded by teachers using a custom-built CMS.

Barbara Confino   **Game Designer & Developer**   **Mar 2007 – Feb 2008**

- Designed and programmed the virtual world for a multi-screen video game installation (*Genetic Wars*)

DEGREES

NYU Tandon School of Engineering   **Sept 2003 – Dec 2007**

- Bachelor's in **Computer Science** (3.6 GPA) and Master's in **Integrated Digital Media** (4.0 GPA) .
- Member of the Honors College; awarded the Board of Trustees full scholarship; graduated Magna Cum Laude.