

Gregory Avery-Weir

CONTACT INFORMATION

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OBJECTIVE

I am a **creative Python, C#, and ActionScript 3 developer** who wants to do clever problem-solving and user-focused programming.

SKILLS SUMMARY

I'm good at picking up new technologies in no time at all, but I'm most experienced in:

ASP.NET, C#, VB.Net	Requirements Gathering
Python, Django	Object-Oriented Programming
SQL Server, SQLite	SVN and Mercurial
HTML and CSS	Flash Programming, AS3
Javascript, AJAX, JQuery	Written and Spoken Communication

PROFESSIONAL EXPERIENCE

For the past several years I've worked as a...

Video Game Developer,

Self-Employed, Future Proof Games – Charlotte, NC **September 2008 – Present**

- Conceived, designed, developed, and marketed games in Adobe Flash and AS3, both from scratch and using established frameworks.
- Developed 3D applications in Unity using Javascript and C#.
- Maintained a Wordpress blog discussing technical and design aspects of my work.
- Worked with sponsors to brand and customize my own applications to suit a diverse market.
- Worked with clients to produce custom designs and applications for specialized needs.
- Released titles that received over two million plays, critical acclaim, and audience awards.

Freelance Columnist, *GameSet Watch* – Remote

September 2008 – April 2011

- Authored articles for hire discussing design techniques and providing work postmortems.
- Wrote for an audience of mixed backgrounds and technical expertise under a set of style guidelines.
- Critiqued existing products and applied those lessons to a more general case.

But before that I was a...

.NET Front-End Developer, *RealEstate.com* – Charlotte, NC

January – July 2008

- Implemented complete homepage redesign in C#, Javascript, HTML, and CSS.
- Integrated legacy systems with new code in a rapidly-changing requirements environment.
- Quickly learned technologies used in legacy systems including XSLT and AS2.

Development Intern, *Rose-Hulman Ventures* – Terre Haute, IN

2005-2007

- Made mobile software for practicing OB/GYNs in C# and the .NET Compact Framework.
- Developed a medical transcription platform for a start-up company in C# VB.NET.
- Constructed an academic evaluation plugin for an existing course management system in classic ASP that was adopted by the institute.

EDUCATION

I studied at...

Rose-Hulman Institute of Technology, Terre Haute, IN – *B.S. in Computer Science* 2007

...where I learned all sorts of fundamentals. I focused on computer graphics and artificial intelligence while getting a language and literature minor.