

Brian Cable

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SUMMARY OF QUALIFICATIONS

- Designed and produced five console titles for Wii, Xbox 360, and PSP
- Designed, developed, and released a game for iOS and Xbox 360
- Developed multiple titles independently for several platforms
- Finalist in a game development competition hosted by Microsoft
- Winner of a game development contest hosted by AddictingGames.com
- Oversaw external teams in game development, QA, and localization

EXPERIENCE

8/10 to present: PORTAL DEVELOPER

Illinois State University, Normal, IL

- Rebuilt ISU's mobile presence using PHP and jQuery Mobile
- Designed and developed multiple new channels in Java and XML/XSLT for iCampus portal software, used by 20,000 students and faculty members
- Communicated with other departments regularly to mock up and develop software for their needs.

11/07 to 4/09: LEAD GAME DESIGNER

Yuke's Company of America, Roselle, IL. Video game publisher.

- Coordinated game project development with outsourcing companies
- Created game concepts and concept documentation
- Responsible for the creation of marketing assets, including packaging, advertisements, websites and walkthroughs
- Oversaw QA and QC
- Ensured accuracy of localization, including in-game text and manuals

1/05 to 11/07: SOFTWARE DEVELOPER

Filmcomm, Batavia, IL. Distributor of public service announcements.

- Designed and developed a reporting system, reducing overall processing time by 50%
- Maintained data integrity for 100+ clients and thousands of reports
- Developed tools to automate common tasks for increased efficiency
- Worked directly with clients to customize software for their specific needs

TECHNICAL SKILLS

Languages: C, C++, C#, Objective-C, Java, Python, Actionscript, PHP

Database: SQL

Version Control: SVN, Mercurial

Editing: Premiere, After Effects, Photoshop, Soundbooth

Graphics: OpenGL

3D Modeling: Maya (Familiar)

GAMES

Yuke's Company of America (credited as Lead Game Designer):

- Beat Runner (Wiiware / Tamssoft / Cancelled)
- NEVES Plus (Wiiware / Beeworks / 2009)
- Evasive Space (Wiiware / High Voltage Software / 2009)
- Neverland Card Battles (Sony PSP / Idea Factory / 2008)
- Double D Dodgeball (Xbox Live Arcade / Yuke's Co. Ltd. / 2008)

Independent:

- Proximity 2 (iOS / 2010, Xbox Live Indie Games / 2011)
 - Finalist of Microsoft's Dream-Build-Play in 2007
 - Playable at GDC 2008 and shown during Microsoft's keynote
 - One of seven games chosen to demo Xbox Live Community Games in February 2008
- Formation (Flash / 2006), won 1st place in World's Most Addictive AddictingGames contest
- Save the Ring (Flash / 2004), commissioned by GamesOfGondor.com (now Armor Games)
- Proximity (Flash / 2004), rated 4.19/5.0 with 10,000+ votes and 650,000+ views on Newgrounds.com

FOREIGN LANGUAGES

Japanese: Communicated in simple business Japanese at Yuke's each day, and attended regular meetings spoken entirely in Japanese, with some basic listening comprehension. Regularly evaluated non-localized games and builds from Japan.

French: Some basic conversation and reading comprehension

EDUCATION

Illinois State University, Normal, IL
B.S. in Computer Science, 2011