

# John Nesky

## Video Game Developer

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(412) 378-7450

**ART SKILLS** bitmap painting, vector art, 3D meshes, 3D animations, UV mapping  
**ART TOOLS** Photoshop CS3, Flash CS3, Blender 3D, self-developed tools  
**PLATFORMS** Flex, iPhone, GameBoy Advance, Java, SDL/OpenGL  
**LANGUAGES** ActionScript 3, MXML, Java, C, Objective-C, C++, PHP  
**DEVELOPED** animation editors, level editors, end-to-end game engines

## WORK

### **Yorthot 2008-Current**

Freelance Rapid Game Development

## EXPERIENCE

- Art Production and Pipeline Consulting
- Flash-PHP Web Programming
- iPhone Application Research and Development

### **ZipZapPlay 2007-Current**

Browser-based Game Creation Startup

- Client-Server Network Programming
- Game Engine Design, Development, and Maintenance
- Rich-Internet-Application GUI Development and Maintenance

### **Carnegie Mellon Game Creation Society 2004-2007**

Freeware Game Studio/Publisher

- Lead 3D Models/Textures/Animation for 5 games
- Lead 2D Sprite Artist for 9 games
- Tool Programmer (Level Editor, Animation) for 3 games
- Programmed 2 games for Game Boy Advance ARM processor
- Finished games at: <http://www.gamecreation.org>

### **EDO-Engineering Vision and Innovation 2004**

Custom Communications Solutions and Rapid Prototyping

- Embedded/tools programming
- Hardware reliability testing

## EDUCATION

### **Lincoln Sudbury Regional High School, Graduated 2004**

- GPA 3.4/4.0
- SAT Verbal: 700/800, Math 800/800, Math IIC 800/800
- Certificate of Distinction (x2) American Mathematics, MAA

### **Carnegie Mellon University**

- Studied Computer Science from 2004 to 2006

## PORTFOLIO

[www.johnnesky.com](http://www.johnnesky.com), Art samples, links to all finished games