Mason Reed

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WORK EXPERIENCE

Wayforward Technologies   **August 2021 – Present**
Gameplay Programmer
- Develop location based experiences
- Implement all gameplay mechanics
  - **Disney Uncharted Adventure** – iOS & Android: (Unity C#/Phaser 3 Typescript)   **2022**
    - Location based experience aboard the Disney Wish using a phone as a controller to play games on a digital sign
    - Programmed games for the digital sign using Typescript and Phaser 3
    - Programmed games' controls in Unity with C#
    - Optimized code to run on low end hardware

Genge Gaming Ltd. – Los Angeles, CA   **February 2021 – August 2021**
Owner and Founder/Gameplay Programmer
- Develop games quickly using the Unity game engine
- Implement all gameplay mechanics
  - **Double Jump 2** – PC: itch.io (Unity C#)   **2021**
    - Platformer created with Unity C# where the player doubles their jumps after completing each world
    - Programmed character physics and input, and enemy behaviors
    - Designed levels, considering difficulty and introducing new mechanics.
  - **Killed By The Guardians** – PC: itch.io (Unity C#)   **2021**
    - FPS Bullet hell made with Unity C# with procedural levels
    - Programmed player movement and level generation logic
    - Implemented enemies, programmed UI, and created/implemented music

Floor 84 – Los Angeles, CA   **October 2018 – February 2021**
Gameplay Programmer
- Develop games for clients such as Disney, Warner Bros., and Mattel.
- Implement UI and Gameplay to the specifications of clients and designers.
  - **Baja Big Air** – iOS & Android (Unity C#)   **2019**
    - Side-scrolling racing game based on the Score Baja Races
    - Used AWS to implement asynchronous multiplayer with leaderboards using a REDIS database to store and manage data
    - Worked in Unity to script gameplay and menu systems, programmed physics
    - Created custom Unity editors and inspectors to assist designers
    - Wrote platform specific iOS and Android code
  - **Jumpstart Academy Math** - Web Browsers (ReactJS)   **2018**
    - Award-winning online individualized math program that provides parents with engaging Kindergarten through 6th grade activities for their children
    - Implemented games and challenges, as well as systems to pull game and student data to verify answers and rewards

SKILLS

Languages and Frameworks
- Experienced: C#, C++, Lua, JavaScript, jQuery, HTML5, Python, ReactJS, CSS, Typescript, PhaserJS, Node, Java, REST APIs, NPM, Yarn, Jenkins
- Proficient: C
- Some exposure: GLSL, Lua, WebGL, OpenGL

EDUCATION

University of California, Santa Cruz – Santa Cruz, CA   **June 2018**
Bachelor of Science in Computer Science: Game Design