



Reid Scarboro

Web/Application/Game Developer
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Employment

Founder/Developer - Shallot Games, LLC. Tallahassee, FL USA (shallotgames.com)

10/2014 – present

iOS/Android game development – Library: Putthole, Gap Cat, Bargain Bonsai

- Handling all design, programming, art asset creation, and branding for mobile games.
- Maintaining company infrastructure including websites, distribution platform accounts, and social media accounts.

Developer - Freelance

07/2016 – present

Game and Web development working remotely with both local and international clients.

- Lead Unity game programmer for mobile math/logic game.
- Web developer for visual calculator to demonstrate company's product effectiveness.

Developer - IRBsearch, LLC. Tallahassee, FL USA

08/2013 - 11/2015

Full Stack development creating and maintaining applications in an Agile environment to serve the private investigation industry.

- Utilized the Spring stack, CouchDB, and AWS to efficiently and securely serve large data sets to customers.
- Lead developer for social media and file storage platforms.
- Created custom solution to replace outdated data reporting, increasing efficiency for customers and ease of maintenance.
- Created and integrated a mobile authentication app using Adobe PhoneGap.
- Worked directly with high-profile clients to create custom data export tools.
- Established and maintained business relations to bolster services provided to customers.

Projects

Putthole – iOS/Android game (shallotgames.com/putthole)

10/2016

Mobile puzzle game with 140k+ downloads and 15k+ active installations across iOS, Android, and Amazon platforms.

- Designed and programmed game using Unity (C#).
- Created all 3d models, image assets, and UI elements in Blender and Photoshop.
- Handled game branding and marketing across social media networks.
- Implemented AdMob, Game Center, and Google Play Services to serve ads and handle high scores.

Gap Cat - iOS/Android game (shallotgames.com/gapcat)

10/2014

Mobile infinite runner game with 2000 downloads across iOS and Android platforms.

- Designed and programmed game with LibGDX (Java).
- Created and hosted custom high score server using Java and AWS EC2 + RDS to achieve cross-platform high scores.

Ludum Dare - Game Jam/Competition (ludumdare.com/compo/author/rscar)

12/2013 – present

48 hour game development jam/competition occurring three times per year.

- Participated in seven Compo events in which developers must create all assets individually.
- Placed 35th/1117 overall with Bortman in LD35.
- Released Bargain Bonsai (LD34 entry) for iOS and Android post-competition.

Skills

(8/10) Java

(7/10) C#

(7/10) HTML/CSS

(6/10) JavaScript

(7/10) Git

(6/10) CouchDB

(5/10) REST

(5/10) JSP

(5/10) AWS (EC2 + RDS)

(8/10) Unity

(6/10) LibGDX

(7/10) Spring + Eclipse

(5/10) Microsoft Visual Studio

(7/10) Photoshop