Software
JIRA
Unity
Jenkins
Adobe Creative Suite

Languages
TypeScript
JavaScript
ActionScript
Google App Script
Google Sheets API
Python
Java
PHP
MySQL
C#

Preferred Work
Collaborative
Has Creative Input
Indistinguishable from Magic

Sources of Pride
Smashed Filament's internet traffic records when one of my blog articles was posted on Reddit.
r/Gamedev   r/Gamedesign

M+Dev 2018 Conference Presentation

Multiple Serious Games Awards
2019 Scholastic W.O.R.D.   2017 TVO mPower

Work History
Lost Boys Interactive	July 2020 – Present
Filament Games	Sept 2014 – July 2020
Xcelerate Media	Dec 2013 – April 2014
Virdyne Technologies	March 2013 – June 2013
TimeGate Studios	Jan 2013 – March 2013
Zynga	Sept 2011 – June 2012
Game Show Network	April 2011 – Aug 2011
NetDevil	May 2009 – April 2011
Semiotic Technologies	May 2007 – Feb. 2009

My Studies
Carnegie Mellon University
MS Entertainment Technology   2008

Centre College
BS Math and Computer Science   2006

Stephen Calender
Game Developer
Programmer
"I want to build something people will love"
EMAIL WEBSITE BLOG LINKEDIN
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747 N Thompson Dr Apt 104
Madison, WI 53704

Platforms
HTML5 +/- WebGL
Chrome   Firefox
Safari   Edge   IE

Tablets & Mobile
2011 – present

iPhone & iPad
iOS 8 – 13

Android OS 4 – 9
Asus   Motorola
HP   LG   Samsung

Apple App Store
Google App Store

PC

Other Tools
Git Gitlab Github SVN
PerForce Alienbrain Bitbucket

Node Npm Gulp Grunt

Experience
At Filament Games I pioneered, implemented, and provided leadership for their web strategy.

HTML5 development began the day I started, as Filament needed an interim solution until Unity had a viable web exporter. Starting with CreateJS and Adobe Animate, our platform evolved with new libraries like Phaser as browsers matured. Ultimately we transitioned the studio completely to a Unity shop with a custom exporter to Pixijs, which is still actively being used.

I completed a number of traditional Unity projects for Filament Games as well.

In my short stint at Xcelerate Media I solved the biggest customer complaint changing how content was loaded and stored resulting in a more responsive product.