

Masteries

Game Development
Flash ActionScript & Scaleform
Math and Optimization
UI Development and Design

Proficiencies

TypeScript
JavaScript
Java
PHP
Python
MySQL
xAPI
C++
C#

Preferred Work

Original IP
Collaborative
Has Creative Input
Indistinguishable from Magic

Sources of Pride

I have repeatedly accomplished great things in small teams
All of my UI work for Lego Universe
The White House Historical Association project via the company I co-founded

Work History

Filament Games	Sept 2014 – Present
Xcelerate Media	Dec 2013 – April 2014
Viridyne 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

Platforms

HTML5
Flash
Unity
Tablets
Mobile
PC

Verboten

Superman IP
Gambling Games
Movie Tie-In Games
Cloning Other Games

Experience

I have held critical roles:
Pioneering new technology
Contributing to core architecture
Writing original code for new companies
Completed projects on varying sized teams
Including working as the only programmer
Some experience as lead programmer

Flash Professional / Adobe Animate
I have used every version since CS3
Used in production at every studio
User interface is a passion as is user experience
Implemented UI on a AAA MMO and FPS

Stephen Calender
Game Developer
Programmer
“I want to build something people will love”
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