

PRESTON JOHNSON

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SUMMARY

Game Design and Development MS - programmer, web, producer, and audio professional

SKILLS/TALENTS

- Game/Software/Web Development
- Team and Project Management
- Technical Audio Programming and Audio Asset Creation
- Debugging/Troubleshooting of Computer Software and Hardware
- Management of personal/commercial servers and services including: Web servers (Apache and IIS), VOIP, Databases, SFTP\FTP, Video Games Servers, SSH, SSL/HTTPS, SVN, SMTP
- Keywords
 - Web: JavaScript, TypeScript, ASP & ASP.NET, PHP, jQuery, REST, WebGL, HTML5, VBscript
 - Programming/Scripting: C#, C++, ActionScript/Flash, Java, Python
 - Audio: FMOD, Digital Audio Programming/Production, Web Audio, OpenAL, WWISE
 - Other: Agile, Scrum, JIRA, Unity, Visual Studio, Linux/Windows/Mac OSX, SVN, GIT, Team Foundation Server

WORK EXPERIENCE

Game Developer 1 - 3

2015 - Present

Triple Edge Studios - Casino Gaming - PC and Mobile - triple-edge-studios.com

- Lead Developer on six titles
 - Contributed to twenty-three slot machine games and one keno game
 - Games run on an online real money gambling platform
 - Developed with and managed a small team that created a scalable casino service game engine
 - Helped refactor initial architecture issues with the original service solution
 - Made a client library to interact with the server backend
 - Handled and distributed workload of multiple simultaneous projects on a regular basis
 - Worked closely with the sound designer to implement audio for many of the games
 - Helped build a custom adapter based system to easily swap out audio libraries in a TypeScript engine
 - Implemented existing audio libraries including howler.js and sound.js
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- Self created a custom TypeScript audio solution using the Web Audio API or Audio HTML5 tags as fallback
- Created tools to help the sound designer test in engine independently
- Games are developed primarily in HTML5/TypeScript/JavaScript but also included various other technologies
- Shipped to markets all over the world with millions of daily active users
- Worked in a flat structured self-motivated environment
- Handled an aggressive shipping schedule while balancing updates and hotfixes needed for old games
- Trained new hires on the company workflow and culture
- Participated in interviews for new developers
- Helped lead daily sync sessions with different product teams and multiple locations
- Worked with outside developer support
- Performed various other roles, including, but not limited to, IT support, producer, and tool developer

Lead Developer, Technical Lead, Audio Lead, Team Lead, Project Manager

2013 - 2016

A.V. – *Stealth-Puzzle Musical Adventure Game - PC* – avthegame.com

- Unique “Sound to Light” mechanic. The only light is generated by sound, but sound also attracts unwanted attention. Provides an overwhelming glowing musical world to explore
 - Lead team of sixteen total student artists, designers, programmers, and audio engineers while actively switching roles to actively develop the game
 - Made using *Unity 3D* engine with all internally created assets
 - Worked alongside composers to create the soundtrack
 - Created a majority of the sound effects
 - Musical tracks in each level are layered. The player’s powers represent each of the tracks of the song
 - Progression through a level creates a sensory explosion of color and music
 - Organized and implemented a vast library of audio and visual assets.
 - Went from student project to a successful commercial Kickstarter game. Released Commercially in February 2015
 - Primary distribution via Steam – Successfully passed through the Greenlight voting process.
 - Also available via the Humble Bundle website
 - RPI GameFest 2014 Best Sensory Game – “Most Unique use of Audio and Visuals in Show”
 - Organized and lead meetings with the entire team, development team individuals, and third party vendors
 - Set up working contracts for all project contributors
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- Performed code reviews and regular performance evaluations
- Conducted meetings with publisher to acquire funding and resources for the project
- Organized public play tests and adapted design and development according to feedback

Senior Applications Engineer

2009 - 2015

EMS eSchedule – goeschedule.com

- Primary responsibilities included design, development, and maintenance of server code. Designed and developed custom workforce management web modules/reports with company owner and customers while maintaining the current code and customer base
- Daily work with various SQL databases and web server side languages. This mostly consisted of maintenance and troubleshooting bugs in existing code base with some adding on of new tables and programs
- Designed and developed two web modules, Document Library and Event Calendar, both have been featured by JEMS EMS magazine
- Worked directly with new prospects to develop custom pages needed before the customer would use our product and provided the needed updates to keep these pages current
- Interviewed and trained Junior Applications Engineer

Graduate and Teaching Assistant

2012 - 2014

Rochester Institute of Technology – rit.edu

- Tutored Students through game programming exercises
- Teaching Assistant - “Intro Digital Audio Production for Games” class
- Assisted professors in grant backed research and teaching classes

Miscellaneous Experience

- Exhibited at trade shows – including the Game Developers Conference two times
- Lifetime full of miscellaneous computer tinkering and technical troubleshooting
- Passion for music and working with audio
- Winner of various awards for my Web and Game work plus years of working on small game projects

EDUCATION

Rochester Institute of Technology

2007 - 2014

Rochester, NY

- Bachelor of Science in Game Design and Development – September 2011
 - Minor in Web Development
- Master of Science in Game Design and Development – May 2014