

Steve Main

Game Developer

2710 Beach Court, Coquitlam, BC V3C4T4
(604) 941-5464

stevemain@telus.net
www.triplefx.com

SKILLS SUMMARY

Key Qualities:	Multidisciplinary skillset, Very adaptable, Quick learner, Team player
Programming:	C/C++, C#/XNA, Python, Actionscript, Perl, HTML
Game Dev:	UnrealEd, Panda3D, General engine design and architecture
Graphics:	Photoshop, Flash, Maya, Fireworks, Illustrator
Audio:	Audition, Sound Forge, Audacity, FL Producer Studio

WORK EXPERIENCE and EDUCATION

Art Institute of Vancouver – Burnaby

Visual and Games Programming

- Worked with a team of artists, designers and programmers to create a game design concept
- Designed and developed several DirectX and XNA game frameworks
- Designed and documented several complete game designs

Faronics Corporation

February 2000 – October 2006

Web/Graphics Designer

- Developed a variety of Flash applications including
 - a picture gallery framework
 - an RSS ticker
 - a CD autorun menu framework
- Created print work designs such as brochures and magazine ads
- Designed user interface elements and mockups for multiple products

Technical Support Lead

- Supported a user base of up to 100,000 users
- Solved customer problems relating to software installation and management
- Assisted in the production of product help file and support documentation

Steve Main

Game Developer

2710 Beach Court, Coquitlam, BC V3C4T4
(604) 941-5464

stevemain@telus.net
www.triplefx.com

CHART of PROJECTS

[Student Project "Roboshambo" (Gameplay/Graphics Programmer)]

Tools: XNA, Maya, Photoshop, Visual Studio

25 person team

[Student Project "GTR Racing" (Gameplay Programmer/Graphic Artist)]

Tools: Flash, Actionscript, Maya

3 person team

[Student Project "Cannons and Catapults" (Designer/Builder)]

Physical board game

2 person team