Colin Cove

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Developer of user interfaces and interactive entertainment seeking work in the Vancouver area.

Industry Experience

Electronic Arts
EA SPORTS GAME STUDIOS, BURNABY BC, CA

Technical Interface Designer (2014-present)

Working on the FIFA Ultimate Team mobile companion app teams, I helped develop mobile and desktop clients with feature parity to the console counterpart.

Engineering tasks involved developing front end components in JavaScript. HTML, LESS / CSS, and mustache templating. Backend client tasks involved application development of MVC architecture, REST API's communication, and OOP JavaScript. Automation tasks included working with ANT, Node.js, NPM, Python, and Jenkins to improve development and build processes of the team. All backend code was also ran through automated jUnit tests to maintain stability during development.

Designs tasks within the team involved redesigning the interface as a mobile first product through wireframes, mockups, prototypes, and extensive UX testing and organization.

Loud Crow Interactive
MOBILE APP DEVELOPER, VANCOUVER BC, CA

Developer Co-op (2013)

Working with engineers and designers I produced the interfaces and interactions that users experienced on their mobile devices.

Product development tasks involved authoring scenes in an in-house engine combining JavaScript for logic, Flash for layout and animation, and CSS for interactivity. Time was spent developing the JavaScript frameworks for documenting their functionality for external parties.

In an effort to increase output of the company I developed automation tools that transferred layouts from Photoshop to Flash using Python and JavaScript.

Design tasks for the products included audio implementation and review, character animation, and interactive greyboxing.

Recon Instruments
HARDWARE AND SOFTWARE HUD TECHNOLOGY, VANCOUVER BC, CA

Developer Co-op (2011)

Desktop software that I developed communicated with proprietary hardware running Android OS. This involved working with a complex technology stack composed of Flex, AS 3.0, XML, MySQL, PHP, AWS, and JSON to download and visualize data gathered by the users Heads up Display. Extensive refactoring, feature development, and UX improvements increased user engagement and met the ambitious goals set by the startup.

Engineering Skills

Additional Skills

Programming Languages

My professional experience is in developing clean written in JavaScript / CSS / HTML, and AS 3.0. Additional language experience includes C#, Java, MySQL, Python, and PHP. Engineering concept experience includes OOP, MVC, Client / Server, separation of concerns, and sessions.

Design Software

I have extensive experience with design software such as Photoshop, Illustrator, Axure, Flash for 2D animation and game development, Balsamiq, Flinto, and Maya 3D. Additionally I have experience in production software such as Hansoft, Trello, and Confluence.

Source Control

SVN, Perforce, and GIT are all source control technologies I am familiar with. I am experienced with source control concepts such as branching, stashing, conflict merging, modules, and command line automation.

Frameworks

Game development frameworks I am familiar with are Unity, XNA, Flash, HTML5 Canvas, and Android SDK. Web development frameworks I have experience with include Bootstrap, Angular, PhoneGap, Wordpress themes and plugins.

Automation

Automation techniques I am familiar include Python and application scripting, automated testing using jUnit, ANT build tools, and Jenkins build automation tools. I also have experience with web application build tools including Node.js, NPM, Webpack, Grunt.

UX and Game Design

User experience design techniques I have applied include A / B user testing, competitor analysis, interactive prototyping, wireframing, and user flow diagramming. My online portfolio showcases many games and prototypes that I have developed in Unity, Flash, JavaScript, XNA, and Java.

Education

Bachelors of Arts in Interactive Systems
SIMON FRASER UNIVERSITY , BURNABY BC, CA

The School for Interactive Arts and Technologies included courses in Body Interface, Human Computer Interaction, Spatial Design, Advanced Game Design, and Developing Design Tools. Skills obtained during this time have made me proficient in User Experience and designing interactive experiences such as video games and user interfaces.

(2010-2014)

Diploma in Digital Design & Studio Practice
GRANDE PRAIRIE REGIONAL COLLEGE, GRANDE PRAIRIE AB, CA

During my time in the Fine Art program of GPRC I learned drawing, painting, sculpture, art history, and digital media. Courses and symposiums centered around game development increased my interest in the design of interactive media. My time spent developing games within the program sought to combine my fine arts education with interactive entertainment.

(2007-2010)