

John Nesky

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Professional Skills:

Languages: AS3, MXML, C/C++, Java

Platforms: Flash/Flex, iPhone, Gameboy Advance, multi-platform application and library development

Design Tools: Photoshop CS, Flash CS, Blender 3D, self-developed animation, audio, and environment editors

Professional Experience:

ZipZapPlay 2007-Current:

- Baking Life Facebook game – over one million daily active users
 - Developed and maintained the Flash front-end
 - Grid pathfinding, action queues, persistent timers, customizable avatars, GUI
 - apps.facebook.com/bakinglife
- PlayCrafter.com
 - Flexible game engine, Newtonian physics, XML serialization, Java backend, GUI
 - Crafted Matcheroo in the PlayCrafter engine - over 3 million plays
 - www.kongregate.com/games/PlayCrafter/matcheroo

Independent Flash Development (Continuous):

- MONK Tanks
 - Built in under 48 hours with a small team
 - Designed and developed powerups, XML map format, physics integration
 - www.johnnesky.com/index.php?page=monk
- Planet of the Forklift Kid - 14.9 million plays total, 14 thousand plays daily
 - Designed and developed everything except the music
 - www.johnnesky.com/index.php?page=forklift
- Snakeball (no metrics available, but popular enough to be featured on JayIsGames)
 - Designed and developed everything except the music
 - www.johnnesky.com/index.php?page=snakeball

Yorthot iPhone games 2008-2010:

- Topple - over 3 million downloads
 - Created original prototype, Physics engine support
 - topple.ngmoco.com
- iZombie Death March
 - Created all graphics
 - bit.ly/46QThj

Box2D 2008:

- Maintained Flash and C++ branches of the open source Box2D physics engine
- Contributed features for building interior environments

Carnegie Mellon Game Creation Society 2004-2007:

- Lead 3D Model, Texture and Animation Artist for 5 games
- Lead 2D Sprite and Environment Artist for 9 games
- Tool Programmer (Level Editor, Animation) for 3 games
- Developed 2 games for Game Boy Advance

Education:

Carnegie Mellon University 2004-2006:

- Majored in Computer Science
- Left in 2006 to focus on extracurricular Game Creation Society (see above)

Lincoln Sudbury Regional High School, Graduated 2004:

- GPA: 3.4/4.0
- SAT Verbal: 700/800, Math 800/800, Math IIC 800/800
- Certificate of Distinction (x2) American Mathematics, MAA