COLTON PHILLIPS

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LinkedIn
Profile

EDUCATION
University of Victoria (UVic)
Bachelor of Software Engineering

EXPERIENCE

Software Engineer, Blastworks Inc.
Victoria, BC— Aug 2018 - Present
Programming games & architecture for social platforms on the web, phone, and tablet

- Developed in a team, numerous profitable slot and bingo style video games leading to "best week" and "best day ever" sale successes for Slingo Arcade
- Programmed client/software features, build & release tools, and test environments for multiple products including Slingo Arcade and Slingo Adventure
- Collaborated with QA, design, art, and product teams to meet delivery targets and create backlogged content to be strategically released later
- Optimized each game by improving production schedules to include PNG/JPEG compression, smarter sprite sheet strategy, and an overall focus on quality production
- Took on new responsibilities in DevOps and Audio roles in order to reliably publish new content to production, integrate build systems for up and coming games, and create excellent sounding audio experiences by selecting, sampling, refining licensed assets and developing in pre-production, a new title: Slingo Casino

Quality Automation Engineer, Blastworks Inc.
Victoria, BC— July 2017 - Aug 2018
Creating and performing Quality Assurance processes from conception to release.
Using creativity and forethought to find and anticipate software errors

- Helped perform safe and routine product releases and release schedules
- Performed exhaustive test passes for new content and client/server updates
- Responding to critical errors in production by performing investigative tests, and providing test results to developer and product teams
- Developed automated test suites in Java and Python which used image detection to do repetitive testing tasks like opening games and testing the UI features
- Developed and documented time-saving Python scripts to automate repeated QA tasks (e.g. creating JIRA tickets, and warning team when deploys happen)

Video Game Programmer, InLight Entertainment
Victoria, BC — 2012
Lead the development of two children's video games ("Roly Poly Picnic 2", and "Splurgle") for the portable Leapfrog game console using their custom C++ 2D game engine

- These games were successful video games, released on time, and each garnering excellent reviews from the parents of the children who played the games
- Managed the project by keeping on top of time-critical tasks by working/communicating efficiently with all parties, and avoiding any lost time through miscommunication
- Expanded my role to include level design and technical artistry (by tweaking existing Flash animations to improve visual fidelity) as I was comfortable doing this work, and it saved us a lot of time

Software Programmer, LOUD Technologies
Victoria, BC — 2011

Programmed and tested on EAW Resolution, a 3D acoustic modeling program, and the Martin Governor, an embedded system that networks with and configures speakers

- Programmed cross-platform features and bug-fixes using the C++ JUCE library
- Implemented localization for multiple languages into the EAW Resolution product
- Tested, documented, and developed Assembly software for the Merlin Governor
- Designed, built, and documented a Pre-Assembly to Assembly compiler which achieved a 60% reduction in the code, allowing multiple new features that improved readability

Quality Assurance, HP Autonomy
Calgary, AB — 2010

Performed Quality Assurance for the KeyView and ACA products, which are file filtering and transformation products for big data analytics

- Designed and executed automated tests for multiple platforms (numerous Linux, Windows, and Mac variants were covered) to ensure the product was stable
- Investigated and reported on product defects, patches, and new feature tests to my manager and the development team at large
- Troubleshot and maintained the state of a very large test machine network
- Wrote technical documentation and assisted in the release of KeyView 10.12.0.0

TECHNICAL SKILLS

Programming	• Years experience in Python, JS, C++, and C# • Front end experience (Javascript, Typescript, HTML, CSS, etc) • Low level (C/C++ and Assembly) experience • Version control systems: Git, SVN • Embedded experience including MXQ RTOS, Android, ROBOTC and others
Operating Systems	• Dev/QA experience in Windows, Mac, and many Linux servers
IDE's	• VS Code, Visual Studio, Eclipse, Xcode, and Kinetis Design Studio
Databases	• Experience creating/querying/editing MySQL and Microsoft Access databases
Web Based	• JS/Typescript, Babel, HTML, CSS, JSON, XML, Greensock, Route53, Cloudflare • Developed a Python Flask website that uses Jinja HTML templating
Design	• Adobe Photoshop, Premiere, Illustrator and Flash

INTERESTS
- Programming languages, videography, music, painting, guitars and vim

VOLUNTEERING
- UVic GameDev UVSS club Cofounder. Presidented over the club numerous years.
- Organized workshops and video game jams for UVic GameDev: Global Game Jam, Platformer Game Jam, Spooky Game Jam, and Halloween Game Jam
- Helped UVic Computer Science faculty expose the public to games and virtual reality experiences at the GottaCon gaming convention and at Games Without Frontiers

Recommendations available on my LinkedIn Profile