

Christopher Ivey

1125 Bedbrooke St. • Ottawa, Ontario
K2C 2R9 • 613.868.2879
chris@iveyleague.com
www.iveyleague.com

Profile

Christopher is an experienced team lead and developer who has worked on C++ game projects and a wide range of Flash projects. He is also an accredited professional photographer with over 15 years' experience, and an experienced copywriter.

Christopher has experience working independently as a contract developer, and in a leadership position as part of a creative or development team.

Christopher has leveraged his diverse skill set on behalf of Bitheads Inc. in Ottawa, Canada as a lead game developer and as a technology manager for WhittmanHart Interactive, in Chicago, IL.

Skills and Qualifications

BFA Equivalent Multimedia and Graphic Design
Duquesne University, Pittsburgh, PA

Interface Development and Design

Conceptualization, creative development, photography and video, music and sound engineering, copy-writing and creative direction.

Programming / Development

C++
ActionScript and JavaScript
Skill set includes familiarity with OOP, Design Patterns, XML and transactional data exchange.
Game development primarily focused on gameplay and animation, and Artificial Intelligence.

Software

Microsoft Visual Studio 2005 / 2008 C++
Adobe Developer Products (Flex , Flash)
Adobe Creative Suite (PhotoShop, Illustrator)
Video Editing Tools (Premiere, After-Effects, Ulead Video Editor Pro, Sorenson Squeeze Pro)
Sony Audio Editing (Sound Forge 7, Acid Pro 6)
3D (3D Studio Max 6, Swift 3D 3)
Network Administration (NT Server / Server 2000)

Photography

Accredited Commercial Photographer, with experience in medical, aerial, industrial and underground photography; Experience in video production/post production and sound design

Writing

Experience with creative, copy and technical writing.

Language Skills

Fluent in English and French.

Professional Experience

Lead Game Developer – Bitheads Inc.

Dec. 2007 – Aug. 2009 • Ottawa, Ontario

Engaged full-time to develop a board games framework to sit on top of a proprietary games engine and to create two casual card game titles. One product was developed as a demo game and is currently being shopped to publishers; the other title has been completed and should be available for sale by the end of September, 2009.

Lead a small development team and worked on all aspects of game development, including UI, tools, animation, AI, and gameplay. Prepared development schedules and estimates and assigned day to day development tasks.

Lead Framework Developer - Bitheads Inc.

Feb – Dec. 2007 • Ottawa, Ontario

Engaged on contract basis to support development of a casino client for online gaming. Lead development of the client side of a slots game development framework which demonstrably slashed development time for completed games. This was one of the first large-scale applications developed using ActionScript 3.0.

Technology Manager – WhittmanHart Interactive.

(formerly Estco Medical, LLC. Company acquired in 2006; formerly Creative Director)
2000 – 2007 • Bethesda, Maryland

Internet • Website animations, plug-in applications, front-ends, and web-delivered applications
New Media • CD-ROM applications and DVD video

Principal – Ivey-League Interactive

1997 – 2007 • Ottawa, Ontario

Provided application development services for the web and Windows standalone applications.

Worked for several years under exclusive contract to WhittmanHart Interactive.

Operated an independent photo studio until 2005.

Network/Distance Ed. Technician – Collège Boréal

(a Francophone Institution)
1996 – 1999 • Timmins, Ontario

Provided user support to teachers and students in a distance learning environment (120+ workstations and portable computers). Administered Domain on Windows NT WAN Provided support for video conferencing and web-delivered training.

A/V/ Distance Ed. Technician – Northern College
1995 • South Porcupine, Ontario

Worked on a contract basis to install and support a distance education network, including installation of audio/video equipment for a new distance education network

Professional Photographer

Prior to 1995, Christopher worked as a professional photographer, serving as both an assistant and principal photographer at several studios throughout northern Ontario.

Professional Qualifications

Microsoft Certified Professional

Windows NT Server and Network Administration

Accredited Professional Photographer

Commercial Portraiture – Professional Photographers of Canada

Sample Project Experience

Sinbad and the Pool of Tears – PlayBrains Inc.

Lead Developer

PlayBrains Inc., (a Bitheads company) produced a playable demo of a Rummy-type adventure card game that allowed players to use special skills to attack other players. Players were represented by ships which engaged in a race between landmarks on a 3D landscape.

Sinbad and the Pool of Tears has not yet been published.

Phase 10 – PlayBrains Inc. / Magmic Games Inc.

Lead Developer

Phase 10 is a popular Rummy-type card game where players race to complete a set of ten melds, called “phases”.

Playbrains Inc. entered into an agreement with Magmic Games, (the licence holder for the title) to develop a Windows PC version of the game.

Since it uses Bitheads Inc’s proprietary 3D engine, Phase 10 can support any resolution up to 1920x1200, and looks superior to most casual games.

Phase 10 should be available for purchase by the end of September, 2009.

Sample Project Experience, Continued

Cryptologic Agile Casino Platform – Cryptologic
Lead Developer

Bitheads Software of Ottawa was engaged by Cryptologic, Inc. (described as the blue chip gaming software company), to create a new casino platform and game development framework.

The resulting Agile framework exceeded the original benchmarks and demonstrably slashed development time for new casino games to less than 100 days per title.

The Digital Hospital – Interactive Presentation
GE Healthcare

Creative Lead / Principal Developer

Estco Medical created an award-winning interactive presentation for GE Healthcare, showcasing the Centricity suite of software in the context of a 16-minute vignette in a clinical setting. This application included dynamic and interactive elements, DVD quality video, photography and screenshots, and 3D animations, as well as a voice-over track and original music and sound effects.

This product was released as a stand-alone Windows application, and a simplified version was created for web delivery.

Christopher co-directed the photo and video shoots, and created and programmed the interface. He also built the application installer; created the original music; the introductory animation and the 3D animations.

For the web-delivered version of this application, Christopher built a unique pre-load engine that buffers all of the required content ahead of time, to reduce loading delays.

Imprint

Imprint Research / Consumer Electronics Assn.

Front-end Developer

Estco Medical created a groundbreaking online focus group application called Imprint, which allows users to create avatars, and see other in a virtual meeting space. The application includes intuitive and innovative group moderating tools; the capacity to simultaneously monitor private and group discussions; an easy-to-use moderator’s guide builder; polling tools; and an advanced transcript and reporting engine.

Christopher created an elegant and intuitive Flash interface that allows both participants and moderators to use the program without the need for training or orientation. The interface is uncluttered and controls appear and disappear, as they are needed.

The Digital Community – Video GE Healthcare

Creative Director / Principal 3D Animator

Estco Medical developed a 10-minute video production for GE Healthcare, showcasing the interaction between health care professionals enabled by GE products. This is a live action feature including several CG and effects shots. A considerable proportion of the production has been created in CG.

The product was released as a DVD, on CD-ROM for the PC, and as streaming video on the Internet.

Christopher was the creative director for this production. He directed the photo and video shoots and created the interface art, the effects art and 3D animation, and the soundtrack.

Vision for Information-Based Medicine IBM Healthcare and Life Sciences

Creative Director / Lead Developer

Estco Medical created a 22-minute interactive vignette to present IBM's vision for the future of Information-Based Medicine. The application included still images, video, and 3D animations presented in an innovative PC-based application.

Christopher was the creative director for this production. He directed and shot the still images, (which IBM has purchased for use on their website and in other media). He also created the interface, the 3D animations, and the installer application.

Event Builder – Festival and Event Planning Tool Le Centre Culturel Louis Hémon

Sole Developer

Ivey-League Interactive was contracted to build a training manual and event planning application for distribution to cultural and community centers throughout rural Canada. The manual was developed by Le Centre Culturel Louis Hémon of Chapleau, ON, with funding from FedNor and Industry Canada and was distributed on CD-ROM.

Christopher Built an application that presents the manual contents in an innovative and user-friendly manner, while providing useful interactive tools, including an events calendar, virtual "Post-it notes", and electronic checklists and progress tracking tools. This is a multi-lingual application, which uses Unicode .xml documents to store project data.

Selected Clients

Harley-Davidson – Great Roads Tour Application
Upperware Brands – Navigation System
Russell Athletic – Navigation System
Sterling Plumbing – Shower Door Selector Application
Sherwin-Williams – Colors of America Promo
Subway – Subway Express Online Order Application
MI Homes – Community Mapping Application
Centocor – RA Straight Talk Video Application

Additional Information

A current list of recent projects with descriptions and screen shots is available in the portfolio companion document.

Sample builds of Sinbad and the Pool of Tears and Phase 10 can be provided on request.

References

Paul Winterhalder, Chief Operating Officer
Bitheads Inc.
paulw@bitheads.com
613-722-3232

Chris Feres, Executive Consultant
CGI Group Inc.
chris.feres@cgi.com
613-734-8501

John Estafanous, Senior VP, Digital Growth
Fleishman-Hillard
john.estafanous@fleishman.com
301-512-3900

Seth Berger, Technology Director
WhittmanHart
seth@sethberger.com
301-512-1501

Tim Conlon, Technology Manager
WhittmanHart
tconlon@gmail.com
202-312-1898

Denis Rochon, Northern Development Officer
Ontario Ministry of Northern Development and Mines
denis.rochon@ndm.gov.on.ca
705-864-1519