

Christopher Ivey
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Christopher Ivey

Christopher is an experienced C++ game and Flash application developer. He is also an accredited professional photographer with over 15 years' experience and an experienced copywriter.

Christopher has experience working independently as a designer, developer and 3D illustrator, and in a leadership position as part of creative and development teams.

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

Skills Summary

Software Development and Visual Media

Christopher specialized in software development and design conceptualization, and has also worked in the production of photography and video, music and sound engineering, copy-writing and creative direction.

Programming / Interface Development

Christopher's development skill set includes familiarity with OOP, XML and transactional data exchange, ActionScript 2.0, and 3.0 JavaScript and DHTML, and C++ development for Windows.

Software Experience

Christopher has years of experience with Adobe Developer Products, including Flex and Flash, Director, Dreamweaver, and Fireworks, and has developed in C++ using Microsoft Visual Studio.

He also has experience with visual media tools, including Adobe Creative Suite (PhotoShop and Illustrator), and video editing tools (Premiere, After-Effects, Ulead Video Editor Pro, and Sorenson Squeeze Pro).

Christopher has some familiarity with 3D modelling and animation software, including 3DS Max, and has in-depth experience working with sound engineering and production software, including Acid Pro and Sound Forge.

Christopher has received an MCP accreditation in Network Administration, (NT Server / Server 2000).

Photography

Prior to embarking on a career in software development, Christopher was an accredited Commercial Photographer, with experience in medical, aerial, industrial and underground photography. Christopher worked in several photo studios before opening his own studio with his wife in 1997.

He also has experience in video production/post production and sound design.

Language Skills

Christopher is fluent in English and French.

Experience

January 2007 – August 2009 BitHeads, inc.

Since joining **BitHeads, inc.** last year, Christopher Ivey's assignments have included the following:

HeadGames, Inc. : Lead game developer –Phase 10 (January 2008 – August 2009, concurrent with Sinbad)

Christopher lead the development of a casual card game for PC. Phase 10 is a popular card based on a Rummy variant. This game is being developed using HeadGames' own proprietary 3D rendering and game development engine.

Christopher and his team have developed a basic framework to support the creation of casual games with leverages the HeadGames engine, (an engine which was developed by an another team in-house, but which was originally intended primarily for developing FPS games).

Phase 10 is expected to be ready for release in late September, 2009.

Technology Used: Visual Studio 2005, C++, Boost Libraries, F-Mod Audio Libraries.

HeadGames, Inc. : Lead game developer –Sinbad and the Pool of Tears (August 2008 - May 2009)

Christopher lead the development of a playable demo of an adventure card game for PC. Sinbad and the Pool of Tears combines rummy-style card play with a combination of attacks and other skills that can be targeted at other players or used to thwart attacks by other players. The card game is a framework for a metagame that takes place on a 3D world map. This game is being developed using HeadGames' own proprietary 3D rendering and game development engine.

Sinbad has not yet been published.

Technology Used: Visual Studio 2005, C++, Boost Libraries, F-Mod Audio Libraries.

Cryptologic, Inc. : Lead framework Developer (February 2007 – December 2007)

Christopher was engaged to support the development of a casino client application for online gaming. He lead the 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 Used: Flash, Flex, ActionScript 2.0 – ported to ActionScript 3.0.

March 2000 – January 2007

WhittmanHart Inc.

Technology Manager (March 2000 – January 2007)

Prior to joining bitHeads Inc, Christopher was a technology manager for WhittmanHart Inc, (formerly Estco Medical, LLC). Christopher was a founding employee with Estco Medical in early 2000, (initially working from Canada as a contractual developer via telecommute). When Estco Medical was acquired by WhittmanHart in 2006, Christopher was engaged as a technology manager, and helped to lead product development for a variety of projects out of the Washington, DC and Milwaukee, WI offices.

Over the years, Christopher worked on a variety of web and windows applications for WhittmanHart. These were initially primarily restricted to medical simulations and vision pieces for marketing directly to hospital administration. Over time, the range of assignments grew to include marketing websites aimed at general consumers, and consumer web applications, including an online ordering system for Subway Restaurants, and an avatar-based application for conducting online focus groups.

Some of the projects Christopher has worked on, in a primary or lead role include the following:

- General Electric Healthcare – The Digital Hospital**
- General Electric Healthcare – The Digital Community**
- IBM Life Sciences and Healthcare - Vision for Information-Based Medicine**
- Aspect Medical – BIS Monitoring System Manual / Simulator**
- Imprint Research / CEA – Imprint (Online Focus Group Application)**
- Cleveland Clinic Foundation – Chronic Pain Mapping Application**
- Subway – Subway Express Online Order Application**
- Centocor – RA Straight Talk Video Application**

May 1997 – January 2008

Ivey-League Interactive

Principal (May 1997 – January 2008)

Christopher and his wife, Katherine operated a visual media development company for several years. Initially, Christopher worked for his American employers as an independent contractor. Even after acquiring full time employment, Christopher continued to operate his own company in order to continue to serve his Canadian clients.

February 1996 – May 1999

Le College Boreal

Network Support / Distance Education Technician (February 1996 – May 1999)

For three years, Christopher worked as a network support and distance education technician for Le College Boreal, at the Timmins, ON campus. Christopher user support to teachers and students in a distance learning environment. He was responsible for supporting over 120 workstations and portable computers, and evolved methodologies to quickly and efficiently image and restore computers. He also administered the campus domain on a Windows NT WAN. Christopher provided support for video conferencing and web-delivered training. This included managing the conference bridge and local video classroom equipment.

References

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