

John Rockefeller

Full Stack and Video Game Developer

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Job Experience

Canon Innovation Lab

November 2014 - September 2017

Lead Developer

- Set the standard for code conventions and quality
- Implement agile work environment
- Find, interview, and hire co-ops every four months (UW and UoG)
- Decide on and deploy to cloud services (Amazon, Docker)
- Develop software and hardware inventions (Python, JS, C; Edison, RPi, Arduino)
- Work with legal to file provisional and non-provisional US patents on inventions
- Develop and deploy the lab's website on AWS using Angular 1.5, Bootstrap, Node.js, and RethinkDB
- Deliver keynotes and demos to relevant executives, guests

Exinda

October 2013 - November 2014

Web/UI Developer

- Develop JavaScript Backbone.js web interface for Exinda hardware
- Utilize JS frameworks & libraries such as Grunt, jQuery, Mocha, and Require.js
- Build automated tests using Ruby & Watir to improve software reliability

Will Pwn 4 Food (Startup)

August 2012 - October 2013

Tech Lead, Video Game and Web Developer

- Master Unity3D, C#, and Microsoft SQL Server integration
- Build company website using the Microsoft ASP.NET web stack

The Letter M Marketing

May 2011 - August 2012

Web Developer and E-Solutions

- Develop new websites using industry standards and open source solutions such as Wordpress, Drupal, jQuery, and HTML5
- Maintain existing in-house and closed-source PHP content management systems

Focus on Fun Games

April 2007 - Present

Owner, Lead Developer

- Develop fun and interesting games in Unity3D using C#
- Release [Potioneer: The Virtual Reality Gardening Simulator](#) onto Steam, Viveport, et al.
- Release [Cyclone](#), a 3D web shooter onto OUYA and Razer Forge TV consoles
- Create award-winning entries into online hackathons
- Refactor and maintain open source Atari Jaguar game console emulator (M68000 assembly)

Education

Computer Programmer Diploma

Niagara College of Applied Arts and Technology (2002-2005)