

Greg Armstrong

the.skippy@gmail.com

http://www.no-dice-online.com

Game Engine Experience

- Unreal Engine 3
- Unity 3D
- Gamebryo

Programming Skills

- Experience with: Basic, Java, C++, Python, ActionScript, Lua, HTML, and PHP

Software Knowledge

- Adobe Creative Suite
Photoshop, Illustrator, AfterEffects, Premier, Soundbooth, InDesign, Flash
- Microsoft Office Suite
Word, Excel, PowerPoint, Outlook
- Autodesk Maya
- Windows, Mac, and Linux OS's
- Perforce Source Control

Education

Florida Interactive Entertainment Academy (FIEA)

Orlando, FL

2009 - Present

- Master's Degree of Science in Interactive Entertainment
- Focus: Video Game Production

George Mason University

Fairfax, VA

2004 - 2008

- Bachelor Degree of Art and Visual Technology
(Concentration: Digital Art)
- Information Technology minor

Honors / Activities

- Alpha Lambda Delta - National Honor Society for First Year [college] Students
- Eagle Scout in the Boy Scouts of America

Coursework

"Nine Lives 'Til Midnight" : Graduate Capstone

- Lead Designer
- Led five other designers in building a unique adventure game
- Designed and implemented game mechanics and features
- Utilized custom tools, built by the team, to create engaging gameplay
- Coordinated communication and maintained documentation

Graduate Studies, Rapid Prototypes

- Designed and developed five games, each within 2 weeks
- Worked with 3-4 cross-disciplinary teammates
- Game engines used: Flash, Unity 3D, Panda 3D, and XNA
- **Use Your Imagination:**
 - 2D Side-Scroller set in an imaginary world of a small child; built with XNA
 - Players use physics blocks to maneuver the environment
 - Two-sided game world with a light and dark side
 - Awarded "Most Innovated Controls" - RPP round 1, Cohort 6 2009
- **Mutactics:**
 - 3D Strategy game based on Conway's Game of Life; built with Panda3D
 - Players take turns placing colonies of life on a spherical game board
 - Colonies will grow, live, fight, and die based on their number of neighbors
- **Spectroids:**
 - 2D Twitch/Reflex game built in Adobe Flash
 - Players control a space ship and have to collect colored asteroids
 - Beginning as a simple color-matching game, eventually becoming a frantic race against time
 - Released with fully functional high score listing

Graduate Studies, Personal Projects and Research

- Developed several, playable, levels within Unreal Tournament 3 © Epic Games
- Created new weapon based on the Nerf Mavrick
- Advanced knowledge of the Unreal Engine 3:
 - »Imported custom meshes, textures, sounds, and animations
 - »Worked with physics systems
 - »Visually programmed with UTKismet and UTMatinee
 - »Created new particle systems with UTCascade
 - »Wrote, compiled, and integrated custom scripts

Undergrad Senior Project, "The Untitled Museum"

- Created two new playable characters and a new multiplayer map for Unreal Tournament 3 © Epic Games
- Shown as part of the GMU senior exhibition, *Amalgamation* (April 21st - 25th, 2008)
- Awarded Top Honor in the Category of Originality and Creativity at the George Mason University Innovations Expo 2008