

SARAH HERZOG

sarahmakesgames.com | 07936 434640 | sarah.ann.herzog@gmail.com



Objective

Generalist programmer seeks game programming position.

Skills

Technical

- ◆ Languages: C++, C#, Java, JavaScript, Lua.
- ◆ Tools: Unity, SVN, Git, Jira, Trello, Slack.
- ◆ UI programming work for Bloons Monkey City at Ninja Kiwi
- ◆ Porting experience with Mac, iOS, and Android ports at Ninja Kiwi.
- ◆ Security and anti-hacking measures for Bloons TD Battles at Ninja Kiwi

Teamwork, Leadership, and Communication

- ◆ Producer for indie game development team Bounder Games.
- ◆ At wow-pro.com, led international development team of volunteers.
- ◆ Frequent participant and organizer of game jam teams and events.
- ◆ Authored report for a National Science Foundation educational grant.
- ◆ Taught after school science classes.
- ◆ Tutored computer science university students.
- ◆ Mentored for the Dundee Coder Dojo.

Projects

Bloons TD Battles | **Ninja Kiwi** | **Android, iOS** | **C++**
ninjakiwi.com/Norsk/Games/Mobile/Bloons-TD-Battles-Mobile.html

Bloons TD Battles is a massively popular head to head tower defense multiplayer game. I am the primary programmer for content updates for the mobile version of the game, with tasks including security and anti-hacking measures, UI programming, and integration of third party social features such as facebook.

Combo Carts | **Bounder Games** | **Android** | **Unity C#**
boundergames.com/combo-carts

Released August 22, 2014 for Android via Google Play. Combo Carts is a colourful puzzle game all bout moving mine carts. I served as producer, designer, and programmer for the game.

Soulmates | **Bounder Games** | **Android** | **Unity C#**
<http://boundergames.com/soulmates>

Released February 11, 2015 for Android via Google Play. Soulmates was a small proof of concept puzzle game made for the Ludum Dare game jam. The game came in at 21st overall in the jam out of thousands of entries. As a solo project, I was responsible for all art, programming, and SFX.

SARAH HERZOG

sarahmakesgames.com | 07936 434640 | sarah.ann.herzog@gmail.com

Work

09/2013 – Present | Game Programmer | Ninja Kiwi Europe

Generalist programmer with credit on three hit Ninja Kiwi games including Bloons TD5, Bloons TD Battles, and Bloons Monkey City. Responsibilities range from UI and gameplay programming, porting tasks, anti-hacking measures, and third party integrations such as Facebook and Game Center support. Worked both on new games and maintaining existing titles. Primary programmer for BTB Battles updates.

07/2011 – 08/2012 | Quality Assurance Intern | Intel, OR, USA

Member of the QA team testing the Intel smart TV Flash plugin. Responsibilities included device set up, test operation, and results reporting. Trained new employees. Developed tools to streamline the QA process and improve team efficiency. Team efforts resulted in official Adobe certification for the Intel smart TV platform.

04/2010 – 12/2010 | Lead Addon Developer | www.wow-pro.com

Led a globe-spanning team of volunteers in the development of a World of Warcraft addon which brought wow-pro.com strategy guides directly into the game. Created a simplified language and Lua-based interpreter and companion addon to record guides from gameplay. Resulting addon was highly successful, with over 200,000 downloads.

07/2006 – 09/2010 | Chemical Engineering | Various

Previous career resulted in many valuable life experiences. Gained familiarity with high responsibility situations, such as handling hazardous chemicals and operating powerful machinery. Gained experience presenting results, troubleshooting, and providing customer service.

Education

MSc Computer Games Technology, University of Abertay, 2014, *distinction*

Dissertation: Dynamic Game Scenario Generation Using Procedural Techniques and Process Control Methodology

BSc Chemical Engineering, Oregon State University, 2009, *Cum Laude*

Additional Coursework in Business Law, Marketing, and Entrepreneurship

References

Joe Taylor, joe@ninjakiwi.com, Programmer, Ninja Kiwi

Matt Bett, m.bett@abertay.co.uk, Games Engineering Lecturer, Abertay University

