

# F. Greg Holkenbrink • Game Developer

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| www.invisiblespaceship.com

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## Games

“Tidy Bubble” (Arcade, 2013/2014)

C++ / Haxe, PC / Android

Game Design, Programming, Artwork

“Floodplox” (Strategy, 2011)

AS3, Flash

Game Design, Programming, Artwork

“Swervanoid” (Arcade, 2011)

AS3, Flash

Game Design, Programming, Artwork

“Effin Zombies” (Action / Arcade, 2010)

AS3, Flash

Game Design, Programming

## Employment

Invisible Spaceship, Inc. - Founder

November 2011 - Present

- Developed games from concept to final product (C++ / AS3 / Haxe)
- Multi-platform mobile development (Android / iOS / PC)

High Voltage Software - IT Specialist

March 2007 - November 2011

- Tech support / System Administration (150 Users)
- Rearchitected system to integrate Linux and Microsoft systems
- Server deployment, maintenance, backups
- Programming maintenance for in-house project tracking software (PHP / JS / HTML)

GSF Mortgage, Inc - IT Specialist

November 2004 - September 2006

- Tech support / System Administration (50 Users)
- Web development and support (LAMP)
- Database development (Access / VBA)

Greg's Computer Services - Founder

July 2002 - November 2004

- Computer support subcontracting
- Desktop troubleshooting
- Advertising and marketing

## Internships

Diebold, Inc. - Software Development Co-op

January 1999 - August 2003

- Created design documents and then wrote tools based on documentation
- Wrote programs from Design Specs using Visual Basic and C

The Press of Ohio - IT intern

December 1998 - January 1999

- Setup and deployed new computers, repaired computers and maintained network

## Education

Northern Illinois University

Computer Science, Psychology, 2003-2005

University of Cincinnati

Computer Science, 2000-2002

## Programming

ActionScript 3

Haxe

C++

Javascript

HTML

PHP

VBA / VBScript

VB6

## Applications

Flash

FlashDevelop

Visual Studio

Photoshop

Codeblocks

Vim

Excel

## Version Control

GIT

SVN

## Databases

MySQL

Access

## Operating Systems

Windows

Linux

OS X