

# Steve Main

*Game Developer*

2710 Beach Court, Coquitlam, BC V3C4T4  
(604) 941-5464

stevemain@telus.net  
www.triplefx.com

## SKILLS SUMMARY

Key Qualities:	Multidisciplinary skillset, Very adaptable, Quick learner, Team player
Programming:	C/C++, C#/XNA, Python, Actionscript, Perl, HTML
Game Dev:	UnrealEd, Panda3D, General engine design and architecture
Graphics:	Photoshop, Flash, Maya, Fireworks, Illustrator
Audio:	Audition, Sound Forge, Audacity, FL Producer Studio

## WORK EXPERIENCE and EDUCATION

### Art Institute of Vancouver – Burnaby

#### Visual and Games Programming

- Worked with a team of artists, designers and programmers to create a game design concept
- Designed and developed several DirectX and XNA game frameworks
- Designed and documented several complete game designs

### Faronics Corporation

February 2000 – October 2006

#### Web/Graphics Designer

- Developed a variety of Flash applications including
  - a picture gallery framework
  - an RSS ticker
  - a CD autorun menu framework
- Created print work designs such as brochures and magazine ads
- Designed user interface elements and mockups for multiple products

#### Technical Support Lead

- Supported a user base of up to 100,000 users
- Solved customer problems relating to software installation and management
- Assisted in the production of product help file and support documentation

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## CHART of PROJECTS

[ Student Project "Roboshambo" (Gameplay/Graphics Programmer) ]

Tools: XNA, Maya, Photoshop, Visual Studio

25 person team

[ Student Project "GTR Racing" (Gameplay Programmer/Graphic Artist) ]

Tools: Flash, Actionscript, Maya

3 person team

[ Student Project "Cannons and Catapults" (Designer/Builder) ]

Physical board game

2 person team