

Richard Marks

Senior Software Developer

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I developed a passion for game programming at a young age. Since 1988 I have taught myself a plethora of programming languages, and built many projects for a wide variety of platforms. I am extremely versatile and easily adapt to any work environment. I live to code, to learn, and to educate others in the art of game programming.

Languages

- JavaScript
- ActionScript 3
- HTML
- CSS
- Java
- Python
- Lua
- Ruby
- C#
- C++ (0x98)
- C
- Assembly

Frameworks

- createjs
- quick
- phaser
- crafty
- pulse
- game closure
- quintus
- gogomakeplay
- jaws
- jquery
- angular
- ember
- bootstrap
- foundation
- h5 boilerplate
- ionic

I love to learn new languages, try out new frameworks, and find new ways to solve old problems. The future of game development is constantly changing, and you've got to watch the horizon for anything and everything that comes your way.

Skills

- Game Prototyping
- Development
- Documentation
- Project Management
- UI/UX Design
- Git
- JSHint
- Grunt
- Browserify

My full skillset would fill volumes, as I have covered every position in the independent game development industry. Able to emulate any programming paradigms in use for consistency throughout a project. A team player, and quick study, able to offer work of high-standards, reliability, and reusability.

Softography

HTML5 Games

Cucurbita's Halloween

Developed a 2D Cartoon Action Adventure game from start to finish using a modified Quick JS library. Notable features include animated sprites, smooth scene transitions, and a modular design approach.

Boomin' Bullseye

Developed a mobile-ready 2D “fish in a barrel” arcade style shooter game using the Phaser library.

Zombies Til Dawn

Developed a small mobile-ready abstract strategy game using pure JS and HTML5 Canvas API.

Mobile Apps

into the Pitch

Developed an android mobile 2D abstract “endless runner” style game using Unity 5 as an experiment based on a joke post found on a popular social network.

Workshop Mayhem

Developed an android mobile port/rewrite of the Flash version using the Giderosmobile Lua-based mobile development platform. Required the re-implementation of more than 60% of the Flashpunk Flash library codebase in the Lua language.

QCalc

Developed a small android mobile utility app which allows the user to obtain the four components of a 3D Rotation Quaternion given three Euler Rotation angles.

PC Games

Island Adventure

Developed a powerful data-driven adventure game engine for this small contest demo game.

48HR LOFI RPG

Developed a comprehensive 2D game engine on top of the Allegro libraries sporting multi-layer tilemaps, scripted NPC AI, and a fully-data-driven RPG demo for this 48-hour contest.

SAWD

Developed a complete graphical RPG rendered in colored ASCII via Windows Console for this 1st-place winning 24-hour contest entry. The game features a Manual Name Entry Screen, Multiple Character Classes, Random Character Generation System, ASCII Sprites, One-on-One Encounter Engine With Items, Skills, and Probabilistic Chance of Escape and Reward, Random and Scripted Battles, Items, Equipment, Magic, Inns, Shops, Scripted Story Events, Realtime Keyboard Navigation Controls, Custom Multi-State In-Game Menus, Custom Dialog Box System, and Savegame Support for up to 3 Simultaneous Games.

WITCHHUNT

Developed a rather ambitious RPG rendered in classic ASCII visuals and won second place with this contest entry. Features include a massive game world, puzzles, combat, and deep storyline.

Nadierian Chaos

Developed an action-packed side-scrolling space-shooter for DOS *sans scrolling and shooting...*using QuickBASIC. My first independent publicly released project, and my first commercial product.

Custom Game Engines and Development Tools

LiteJS

Currently developing a fast and easy to use modular HTML5 game development library for web games built on top of the roots of the Quick JavaScript library.

Others

Developed many other engines and tools including ged101minimal, Rubicon, pe3136, Phase V Lua Game Development Environment, JGP Javascript Gaming Platform, EasyConsole, TweenGen, Autotile Assistant, Sprite Sheet Slicer, Texture Size Finder, Wireframe 3D Model Editor, Basic SDL Map Editor, 2D RPG Game World Designer, Game Resource Compressor and Archiver, TCTMapped, IPA Image Palette Analysis Tool, C64 Sprite Editor, ECPU Emulator/Virtual Machine, Assembler/Disassembler, ASK Allegro Starter Kit, and many more unlisted and forgotten.