

Pamela Bowman

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Objective

My objectives are somewhat more open-ended at this point in my career. The five years that I spent at Glu Games Inc. offered me a wealth of experience. While I would obviously fit most easily into another mobile and/or gaming company, my programming and design skills could fairly easily be adapted to other industries. As someone who is a connoisseur of knowledge and a tinkerer at heart, I would like to find a position that offers a challenge and opportunity for personal and career growth.

Skills

Language/Platform Java/Dalvik (Android), Objective C (iOS and MacOS), C/C++, C# (Unity 3D and Windows), XML, PHP, MySQL, Visual Basic, perl, sh, HTML (including CSS), others...

Operating systems Windows, Linux, MacOS

Side Projects Windows/Android danmaku game, TF2 modding, BREW side-scroller, Civilization 4 Map Editor, MMO-like game in J2ME...

Portfolio URL <http://www.pamelabowman.org/portfolio.htm>

Work Experience

March 2014 to Present

Private Efforts

During most of the gap, I've worked on free modding as well as three separate ultra-low budget indie projects, which underwent various complications outside the realm of programming. Other events in my life constrained my schedule, but I've included modding samples on my portfolio and can demonstrate the (rough) third project on my Android phone during an interview. These private efforts have kept my coding skills fresh and current.

May 2008 to April 2013

Glu Games Inc.

San Francisco, CA

Senior Software Engineer

Duties and departments changed over the years, detailed on next page.

April 2012 to April 2013

New Developments

Primary duties included researching new platforms; designing, implementing and documenting efficient means to allow others to quickly port our games to those platforms, which included distribution to the Mac App Store, Windows Store (Windows 8), and Windows Phone 8. Also researched and implemented new technologies to fulfill one-time deals with various third parties. (i.e. device manufacturers)

March 2010 to March 2012

Android Platform Development

A position that I effectively created; was originally researching to port our high-end native code games to Android, using the NDK, improving quality over the J2ME ports and time over converting C/C++ code to Java. After using one game as a proof of concept, my duties were to integrate core platform features and third party modules into our Android template, which I created and managed throughout this period.

July 2010 to March 2012 (concurrent)

Various New Developments

An informal role, I would be tasked with working on modules for other platforms like iOS, and to look into other platforms like Google's web-based Native Client. Also played a role in first party modules such as our subscription service. Spent a period on multiplayer server architecture but this was canceled in lieu of the company's purchase of GameSpy.

May 2008 to March 2010

Services Engineer

Primary duties included porting the company's applications and games to mobile devices. Ported to both BREW and J2ME devices. Focus shifted to porting J2ME games to Android, and I worked on improving a system to make this quick and efficient.

October 2007 to April 2008

LimeLife, Inc.

Menlo Park, CA

Porting Engineer

Primary duties included porting the company's applications and games to mobile devices. Ported to both BREW and J2ME devices. Aided the application development team by making the majority of global fixes needed, as well as tweaking the framework with global and device-specific fixes. Made one outsourced game compatible with our vastly different build system. Made another game compatible with our J2ME to BREW cross-compatibility system. Created ant build files from scratch and modified preexisting ant build files. Worked directly with approximately 150 J2ME and BREW phones.

Prior to the Above

Work included QA, online tech support, occasional one-off programming gigs, work at the college, data entry, and retail.

Education

February 2004 to December 2005

Riverside Community College

Riverside, CA

Majored in Computer Science, degree on hold (3.8 overall GPA)

Some College Coursework Completed

Acquired C++ certificate. Straight A's in computer courses.

Equivalent of Associates Degree CS coursework.

Honor student.

Member of ACM (Association for Computing Machinery)