

# Johnny Owens

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<http://www.johnny-owens.com>

## Programming Experience

**Deep Silver Volition, Associate Programmer III** November 2012 – Present

- Worked as a gameplay programmer and mission scripter on *Saints Row IV* and the *Enter the Dominatrix* DLC pack for Xbox 360, Playstation 3, and Windows PC
- Had technical ownership of a number of missions between main game and DLC, handling scripting in Lua, custom C++ functionality, and bug fixing
- Interacted with multiple departments and systems, including AI, VFX, audio, animation, and UI
- Collaborated with designers and artists for rapid iteration on each mission

**BioWare Austin, Platform QA Tools Programmer** October 2011 – October 2012

- Created automation testing systems and testing utilities for the platform QA team
- Gained experience working in Linux, PHP, MySQL, Oracle RDBMS, and JavaScript
- Wrote a system for testers to easily write, debug, and run REST and web testing scripts
- Managed offsite programmers assisting in adding features, fixing bugs, and writing test scripts

**GameSalad Inc., Native Tool/Engine Programmer** July 2011 - October 2011

- Created features and fixed bugs in the GameSalad engine and editor
- Implemented complex creation features in an approachable, easy to use interface
- Developed and debugged in XCode, Interface Builder, Objective-C and Lua
- Worked within Agile development process with a team split between two studios

**Volition Inc., Gameplay Programming Intern, Saints Row: The Third** June 2010 – October 2010

- Worked as a gameplay programming intern on *Saints Row: The Third* for Xbox 360, Playstation 3, and Windows PC
- Ported C++ Activity and Diversion code from the *Saints Row 2* engine to the new engine

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## Software Experience

**Programming/Scripting Languages:** C/C++ • C# • Lua • PHP • SQL • Objective-C • Unreal Script

**IDEs/Editors:** Visual Studio • XCode • MonoDevelop • Vim

**APIs/Frameworks:** Cocoa • XNA • Unity3D • CakePHP • XACT • Xaudio2

**Project Management Tools:** TortoiseSVN • Perforce • Hansoft • Jira • Git

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## Education

**DePaul University** Chicago IL

- Bachelors of Science in Computer Games Development, Game Programming Concentration
  - Graduated magna cum laude, June 2011
  - Cumulative GPA – 3.747
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## Affiliations

**Game Developers Conference, Conference Associate** 2008 – Present

**International Game Developers Association, Member** 2009 – Present

**DeFRAG (DePaul's Gaming and Game Development Club), President** March 2009 – June 2010

Full portfolio is available at <http://johnny-owens.com>  
References available upon request