

# David Campbell

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## Summary

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*Six years of web development experience backed by a Bachelor's Degree in Computer Science and Business minor. Extremely wide skill set with additional experience in programming, customer service, PC troubleshooting, game development, video editing, networking, and more.*

## Academic Credentials

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<b>NC State University</b> College of Engineering	Bachelor of Computer Science Business Administration (Minor) Graduated with 3.0+ GPA President of the Multiplayer Gaming Club	May-2009
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**Coursework:** Java, C, Data Structures, Information Systems Management, AI, Interfaces, Computer Graphics, Music with Computers, Game Design & Development, Advanced Game Project

<b>R.S. Central High School</b>	North Carolina Scholar and Honor Student Member of Chess Club, Drama Club, and Boy Scouts of America	Jun-2005
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## Skill Set

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<b>Areas of Expertise</b>	:	HTML, CSS, Troubleshooting (Windows), Customer Service, Wikis
<b>Greatest Skill</b>	:	High aptitude for adapting to new technologies and languages.
<b>Languages</b>	:	PHP, Javascript/jQuery, MySQL, XML, Java, C#, Objective-C, C, C++
<b>Operating Systems</b>	:	Windows 98/XP/2000/Vista/7, Mac OSX, Linux
<b>Microsoft Software</b>	:	Visual Studio, XNA, Word, Excel, PowerPoint, Access, OneNote
<b>Adobe Software</b>	:	Dreamweaver, Fireworks, Premiere Pro
<b>Other Tools</b>	:	Firefox, Chrome, Google Analytics, Filezilla, Subversion, Eclipse, Notepad++

## Game Development

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**Project Title** : Spectral Assault  
**Team Role** : Level Design, Story, Audio, PR  
**Team Size** : 6 Developers, 3 Artists  
**Timeframe** : Feb-2009 to April-2009  
**Environment** : Unreal Tournament III Editor (Unreal Engine 3), Kismet, UnrealScript

### Description

A three-month, nine-man project with the goal of creating an Unreal Tournament III mod under two main constraints: the game must involve pirates and must have some educational value. Spectral Assault was born using a sci-fi theme to guide the player through an enemy spaceship taking out the raiding space pirate force and solving puzzles involving the physics of light. Frequency and color of the player's laser weaponry is a major element to the core gameplay, and properties such as refraction, polarization, and interference are explored in various puzzle challenges.

### Responsibilities

- ❖ Level creation including geometry, mesh/detail placement, cinematics, and kismet.
- ❖ Recording, editing, and placement of audio and audio cues.
- ❖ Writing of story and dialogue.
- ❖ Creation of promotional trailers and website, PiradicalStudios.com.

**Project Title** : Project Morton (Codename)  
**Team Role** : Programmer - Input and Storage  
**Team Size** : 6 Developers  
**Timeframe** : Jan-2010 to TBD  
**Environment** : C# / XNA (Xbox LIVE Indie Games)

## Website Development

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**Years in Business** : ~6 years  
**Projects Worked On** : More than three dozen  
**Technologies Used** : xHTML, CSS, PHP, MySQL, Javascript, jQuery, Flash  
**Management Systems** : Wordpress, Drupal, Joomla, WS Baker  
**Software Used** : Dreamweaver, Fireworks, Chrome Developer Tools

### Recent Projects

**Website** : PiradicalStudios.com  
**About** : Customization of Wordpress for use as a CMS without a blog. Theme design work and implementation of a custom jQuery dynamic stylesheet swapper. Mobile version implemented for iPhone and iPod Touch devices.

**Technologies Used** : Wordpress (PHP/MySQL), CSS, jQuery/Javascript

**Website** : ZenAndCoffee.com  
**About** : This single-page project had a 24-hour deadline. Custom buttons created by me with permission from trademark holders. Site features jQuery rollovers, Etsy mini-store, compatibility with non-Javascript browsers (mini-store becomes Flash), and special icons for Facebook, iPhone, and browsers.

**Technologies Used** : HTML, CSS, jQuery/Javascript, Flash

**Website** : WKNC.org  
**About** : Created and designed the WKNC blog, which resulted in a 20%+ increase in traffic within two months, and a large overall increase in site traffic over the following year. Setup the backend, groups, users, categories, plugins, and created the custom logo and background.

**Technologies Used** : Wordpress (PHP/MySQL), CSS

