

# Keith Daniel Harvey

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**Summary** UI Programmer / Event and Context Driven Programming / Tool Development / Asset Implementation / Strong Communication and Writing Ability

## Skills

- Strong background in Microsoft technologies including Visual Studio 2008/2010
- Visual C++, C#, Java, PHP with a strong object oriented programming background
- Proficient with Another Tool For Language Recognition (ANTLR) and grammar/parser generation for domain specific languages
- web design framework knowledge including ASP.net and ASP.net MVC 1 and 2, SQL
- Cell phone game development in Java and Objective C on the iPhone
- Familiarity with Test Driven and Agile Development (NUnit, VSTest), Subversion

**Related Proficiencies:** Experience in team environments, technical writing

## Experience

2007 – PRESENT

<http://www.dawnofadnkind.com>

Free-lance application creation, including

- I created an application and framework that generates user interfaces, parsing scripts so that users who do not script can easily modify *any* script. Used the framework created to make a data-driven financial billing parser (see site for more information and the open source code)
- Hundred Card Hero – commercial site with a custom Drupal module that allows users to customize and share decks of cards in magic the gathering
- Line of business financial data parser in C# with data driven elements

July – August 2006

“The Beast”

Built a cell phone game from scratch. Engine and animations are both in Java.

SEPT 2004-2007

Art Institute of California – San Francisco

Asset and Technical Manager

Contributed code to several game-related projects, including building the database for real-time asset management on “Sinking”, a full conversion of the Unreal Engine.

Senior Project

Tools development for artists in a team of 40.

## Education

The Art Institute of California – San Francisco

Bachelor of Science Game Art and Design, September 2007

Awarded a Senior Merit Scholarship to attend The Art Institute of California – San Francisco