



Phil Dougherty

< contact me @ phildo211 at gmail for more contact information >

--- PROFILE

Software Developer with 9 years of experience as development lead of a small educational games studio, and a continuous thread of freelancing and personal projects.

--- LEAD DEVELOPER, FIELD DAY LAB FIELDDDAYLAB.ORG, GITHUB.COM/FIELDDDAYLAB (2011-2020)

Design and develop educational games with a small team of Artists, Designers, and Educators.

Game Platforms:

Notable Example: **"ARIS"** used around world to make simple location-based iOS games '16

Installation Games:

Notable Example: **"Play the Past"** installed @ Minnesota Historical Society in St. Paul '16

Web Games:

Notable Example: **"Jo Wilder & the Capitol Case"** Serious Play Literacy Games - 2nd Place '18

Notable Example(s): **"The Yard Games"** Collection of 7 Middle School Science Games '17

VR Games:

Notable Example: **"ThermoVR"** Unreleased thermodynamics simulator '19

--- MISC PROJECTS PHILDOGAMES.COM, GITHUB.COM/PHILDO (2012-PRESENT)

Always experimenting to expand and express my expertise.

Web Games:

Notable Example: **"Twelvesmith"** hit #13 Puzzle Game iOS App Store at launch '19

Hardware Games:

Notable Example: **"Fight Lights"** exhibited @ Chicago Museum of Science and Industry '17

Command Line Tools:

Notable Example: **"expandpass"** used widely to crack passwords, covered in [engadget](#) '18

Twitch.tv Plugins:

Notable Example: **"xboss"** gets ~500 daily views '18

Hobby C++/OpenGL Games/Engine (built to run on mobile):

Notable Example: **"Scrimshaw"** shelved hobby game about an 1850's whaling ship '17

--- EDUCATION (2008-2012)

University of Wisconsin Madison – B.S. Computer Sciences, B.S. Philosophy '12

--- SKILLS

C++ (largely C style)

Unity (C#)

Dev Tools (git, vim, etc...)

javascript (HTML5 canvas)

Game Design

Philosophy

--- REFERENCES

< Contact me @ phildo211 at gmail for references >