

## **Bob Polaro**

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### **PROGRAMMER/WEBMASTER/GAME DEVELOPER**

**My career has spanned more than 34 years. I believe I can tackle any project assigned to me and complete it with full satisfaction. I'm one of the most prolific developers in the field having completed over 50 projects ranging from accounting applications to real time 3d game development. I have also released products that have sold in the millions (Atari Defender).**

**Game screenshots at [www.polaro.com/screenshots](http://www.polaro.com/screenshots).**

**AREAS OF EXPERTISE - Java, J2ME, C/C++, Assembly, Basic, HTML, PHP, Javascript**

**EduFun Apps** (4/10 - ) Santa Cruz, CA

#### ***Programmer / Game developer***

I developed four apps namely World Geography, States and Capitals, Monterey Bay Sea Life and Dinosaur for the Blackberry and Android smart phones. They are all available in the Andoid Market and Appworld. I can turn over product quickly to suit anyone's needs. **[www.edufunapps.com](http://www.edufunapps.com)**

**Santa Cruz Games** (6/04 - 12/04) Santa Cruz, CA

***Programmer / Game developer***

I Developed a Spiderman game for the Jakks plug and play joystick system. Hired as a contractor, I quickly learned the system, coding and debugging in c to get the final product released prior to deadline.

**Websitesforyou.net** (9/03 -) Santa Cruz, CA

***Webmaster***

I started this company to develop websites for small businesses, artists and realtors. Complete html development from start to finish employing such tools as Php, JavaScript, frames and drop down menus. A complete list of the sites developed are available at [www.websitesforyou.net](http://www.websitesforyou.net)

**Arcade Planet/Lazertron** (4/97 - 12/02) Livermore, CA

***Programmer / Game developer***

Rapidly developed 12 **Java** based games for the web site **www.PrizeGames.com**. These include puzzle, card, trivia and action games that give prize awards. Ensured quality of outside developer games for the **Arcade Planet** (formerly **Lazertron**) online gaming network. Also programmed a number of ms-dos based games for the **PrizeZone** arcade system, which evolved into the **VRS** (video redemption system).

**T.H.Q.** (12/94 - 11/96) Calabasas, CA

***Programmer / Game developer***

Lead programmer and designer for **BASS Masters Classic** and the Pro-edition in English and Japanese for the **Super-Nintendo**. Lead for the **Playstation** version.

Developed fishing games that brought T.H.Q. into profitability.

The Super Nintendo version of Bass Master's Classic scored a 29 from Nintendo.

### **Illusions Gaming Company** (5/93 - 7/93) Sausalito, CA

#### ***Programmer / Game developer***

Helped this small company to develop an adventure type game for the **Super Nintendo**. Developed a proprietary strategy game.

### **WINGS for Learning** (4/90 - 1/93) Scotts Valley, CA

#### ***Programmer / Game developer***

Developed a **Scuba Science** package for this educational company designed to read temperature, sound, and light probes for the **Apple II**. Worked on various other educational products.

### **BOBCO** (9/84 - 4/90) Santa Cruz, CA

#### ***Programmer / Game developer / Publisher***

Established BOBCO to develop **World Geography** for the **Commodore 64** and the **Apple II** that was self-published getting worldwide distribution. Later developed a number of **Atari 2600** games on a contract basis for **Atari** and **Mediagenics** including **Desert Falcon, Sprintmaster, Rampage and Roadrunner**.

*The German version of World Geography sold over 2000 copies.*

### **ATARI Inc. - Consumer Electronics Division** (9/78 - 7/84) Sunnyvale, CA

#### ***Programmer / Game developer***

Hired to develop games and applications for the **Atari 800**. Developed a number of **Atari 2600** arcade conversions and original commercially available games. These included **Defender** and **Real Sports Volleyball**. A number of games completed

were recently released including **Bugs Bunny** and **Holey Moley**.

**Defender** sold over **3 million units**.

**COMMODORE Inc.** (3/78 - 7/78) Palo Alto, CA

**Programmer / Game developer**

First programmer hired to develop games and applications for the **Commodore Pet** including baseball, blackjack and a stock portfolio program.

**Adam Systems** (2/77 - 7/78) Farmingdale, NY

**Programmer**

Developed accounting applications including inventory control and accounts receivable.

