

# David Voyles

Narberth, PA

[DaveVoyles.com](http://DaveVoyles.com)

[Dnvoyles@gmail.com](mailto:Dnvoyles@gmail.com)

[@DaveVoyles](#)

---

## Professional Experience

### Microsoft

**Sr. Tech Evangelist**

**2014-Present**

*Based out of Philadelphia, I travel the US to help students and startups build their technology and get on the MSFT platform*

- Coordinated dozens of technical events throughout the year through schools, co-working spaces, and accelerators
- Led the [ASP.NET to web camps](#) across the eastern US & gave talks at that [//build tour](#)
- Wrote samples for developers using various technologies ([Cordova](#), [Web API](#), [Xamarin](#), [Unreal Engine](#), [Unity](#), etc.)
- Xbox One champ for DX on the east coast – work with tech partners to onboard them ([AOL](#), [PBS](#), [NPR](#), NBA)
- Taught JavaScript and WebGL classes across the east coast, often using BabylonJS
- Managed the relationship with east coast developers looking to get on board with [ID@Xbox program](#)
- [Write technical articles](#) to evangelize IE / Edge for web developers
- Developed JavaScript games & particle engine for [Web / Win8 using ImpactJS](#)
- [Craft video content](#) around game development process
- Proficient with various aspects of Azure – Web Apps, Mobile Services, SQL databases, VMs, Media Services, Blob Storage

### Comcast

**Sr. Software Engineer**

**2013-2014**

- Added features and providing various bug fixes to the [Xfinity app on Xbox 360](#)
- Coded the SmartGlass prototype to allow for a second screen experience when using the Xbox 360 / One (WebSockets)
- Worked on PS3 Xfinity prototypes (JavaScript + WebGL)
- Wrote the University web portal for college students to view Comcast content from within their college network
- 1st place in internal Comcast tech fair, for work done on second screen devices which communicate with next-gen cable boxes (iOS, web), and was awarded a patent for this

### Xbox LIVE Indie Games Uprising

**Coordinator**

**2011-Present**

*Critically acclaimed marketing campaign to promote the most polished titles and developers on the platform*

- 2012-14 Microsoft MVP recipient for my work with the Uprisings and community involvement
- Manage web presence, trailer |audio| art production, and developer voting process
- Coordinated project & ideas with 70+ developers across the globe to create one coherent and clear goal
- Create press releases, marketing materials, media contacts, and presentations at GDC Europe and PAX Prime
- Work closely with Edelman and Microsoft's XNA team to maintain synergy marketing across all networks

### Piz-ong

**C# / XNA Developer**

**2012**

*My first XNA title to be released on Xbox Live Indie Games (XBLIG)*

- This project allowed me to refine my C# skills and learn the XNA framework
- I'm the sole developer, and handled all aspects of the project, with the exception of the music

### UnrealScript Game Programming Cookbook

**UnrealScript / Author**

**2013**

*Published a book on creating a framework using the Unreal Engine*

- 8 Chapters covering everything from AI scripting, cameras, modular weapons, pathfinding & UI
- Published by Pakt Publishing in February of 2013, available in both physical and Kindle formats

---

**Speaker** – GDC Europe 2011 – [Indie PR's Got Talent, A Press Panel](#) | GDC 2012 – [Indie Games Summer Uprising](#)

## Education

NEW YORK INSTITUTE OF TECHNOLOGY - Old Westbury, NY

**MBA – Management of Information Systems, 3.0 GPA, In Progress**

SUNY ONEONTA - Oneonta, NY

**BS in Communications Studies with Business minor, 2009**