Jonathan Lee

65 Duxbury Drive | Toronto, Ontario M1V 5H2
Phone: (416) 992-6680 | Email: jonlee50@hotmail.com | Website: github.com/822937603

Software Developer / Game Developer
Creative Problem Solver, C# Visual Studio, Technical Writing

HIGHLIGHTS

➢ Advanced Diploma Software Engineering Technology Interactive Gaming from Centennial College
➢ Knowledge of C#, Visual Studio, Unity3D, JavaScript, HTML, CSS
➢ Designed and coded prototype games for SmokeBomb Entertainment using C# and Unity3D
➢ Participated in a startup from its inception, conceived complete game concepts and developed prototype
➢ Familiar with version control such as Github to maintain software projects
➢ Understanding of the Agile Methodology, able to communicate complex ideas
➢ Proficient writer, producing technical reports, game design documents, operational plans
➢ Excellent teamwork also able to work independently, continuously improving development skills
➢ Strong problem solving who loves hackathons, with good time management and organization

EDUCATION

Software Engineering Technology **Interactive Gaming** **Advanced Diploma**	**Centennial College** Toronto, Ontario, Canada	2014-2017
Business Administration **Retail Management** **Advanced Diploma**	**Seneca College** Toronto, Ontario, Canada	2008-2011

EMPLOYMENT EXPERIENCE

Web Developer	**EnviroFit Inc.**	Sept 2018-Present

➢ Create web design mockups and requirements specification document
➢ Utilize MEAN Stack Framework in conjunction with Visual Studio Code
➢ Program user interaction logic and design with Javascript, HTML and CSS
➢ Will produce dynamic web application from scratch that is visually appealing and user friendly
➢ Will consistently test the application during production resulting in various test case reports
➢ Communicate on a consistent basis with my team and employer on needs and milestones

Unity Game Developer	**Dumb Luck Studios**	Sept 2017-Feb 2018

➢ Created full game design document, complete with theme, level design , pixel art, mockups
➢ Developed UI mockups, programmed level and menu selection logic, implemented camera panning
➢ Programmed character movement, collision interactions, enemy and boss movement and firing AI
➢ Produced level art, background art, character, enemy and boss art animations for prototyping
➢ Consistently conducted playthroughs throughout development for balance and bug reporting
➢ Documented bugs and scheduling of duties, maintained records of completed sprints and closed bugs

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Unity Game Developer   **SmokeBomb Entertainment**   May 2015-Aug 2015

➢ Conceived various game theme ideas, presentation of ideas to the company
➢ Programmed item selection logic, implemented audio sound cues
➢ Designed UI mockup, developed UI for HUD, menus and pause
➢ Worked closely with company departments to develop art assets and market value
➢ Integrated with a new peripheral device being developed by company engineering
➢ Managed time efficiently to create the best demo possible for investor meeting in September

Customer Experience Representative   Greenwich Associates   Jun 2012-Aug 2014

➢ Contacted respondents for interview regarding customer service received
➢ Data entry based on respondents answers during interview with great attention to detail
➢ Responded to escalation in tone or demanding behaviour by managing needs and deescalating conflict
➢ Conducted comprehensive probing and clarifications to attain as much information as possible
➢ Creatively handled respondent queries and maintained communication flow
➢ Maintained effective communication with respondents and managers, listening and providing solutions

Intern Library Technician   **Greater Toronto Marketing Alliance**   Sept 2011-Oct 2011

➢ Interviewed company employees to understand best organizational method for them
➢ Created use cases and best practices based on company research
➢ Redesigned the file hierarchy system to best suit company practices
➢ Reworked the paper library of the company so that physical files were easy to find
➢ Assisted with office management duties such as writing reports, memos and organization
➢ Researched Toronto attributes for investor specific presentations

References Available Upon Request