### **Relevant Skills & Qualifications**

* Programming: C++, C, Java, Python, SQL PowerShell, HTML, CSS
* Applications: Git, Github, Perforce, Local Server Management,
* Certifications: Computer Information Systems, Dual Dogwood
* Data Management: Power BI, Microsoft Power Applications

Languages: English-Native Language, French – Fully Bilingual

### **Education**

**Athabasca University**

Bachelor of Science in Computing and Information Systems Graduated: April 2025

### **Work Experience**

**TempleStarr Studios** Vancouver, Canada

Independent Contractor: Game Developer Unreal Engine February 2024-Present

* Led a team of 5 developers to implement core gameplay mechanics in C++ and Blueprints.
* Managed the team’s Github, ensuring version stability, backups, and smooth collaboration.
* Integrated assets from the art department with technical and non-technical team members.
* Researched and implemented plugins, documented workflows, and maintained project timelines.

**Project Human City** Toronto, Canada

Lead Game Architect March 2024-January 2025

* Directed the development of a community-driven game in Unreal Engine, focusing on an MVP that demonstrated core mechanics and player engagement.
* Led a cross-functional team of developers and artists, fostering collaboration between technical and creative departments to ensure a unified vision.
* Architected scalable gameplay systems in C++, balancing performance, flexibility.
* Streamlined documentation and production workflows.

**InsanityCorr Studios** Toronto, Canada

Junior Game Developer Unreal Engine Sept 2023-April 2024

* Developed a dynamic electricity system and movement system in Unreal Engine
* Optimized performance and debugged lighting systems to maximize rendering and frame rate.
* Collaborated with senior developers to refine world tools such as implementing PCG terrain.
* Worked to improve overall user experience with considerations for UI/UX.

### **Projects**

**Headless Jeff3 – Unreal Engine Developer (Single Player Game)**

* Designed and developed core gameplay mechanics and settings using Blueprints and C++.
* Implemented electronic power system and movement system, enhancing gameplay mechanics.
* Optimized performance in lighting and level design to improve framerate.

**Server Management**

* Setting up and maintaining dedicated servers for game development and web applications.
* Managing server security, backups, and database performance to ensure reliability.

**Custom Website Development**

* Developed an interactive website, with backend services and database management.
* Optimizing performance, SEO, and security for a scalable and efficient web platform.