Brian Haw
Game Developer

Contact

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Skills

- C#
- Gdscript
- Unity
- Godot
- Unreal Engine
- Python
- Flask
- FastAPI
- AI/ML Training
- MySQL / SQLite

Hobbies

- Flexible UI / UX Design
- Software Engineering
- Backend Programming
- AI & Machine Learning
- Game Making and Testing
- Track and Field

About Me

Passionate and versatile full stack python developer with expertise in machine learning, web technologies, and software engineering. Dedicated to building high-quality, efficient, and scalable solutions while fostering innovation and collaboration.

Education

Tertiary Level
Columban College, Inc.   2021 - Present

Secondary Level
Columban College, Inc.   2019 - 2021

Achievements

PAIR Conf Best Oral Research Presenter - Award   2025

PAIR Conf Best Abstract - Award   2025

Dean's Lister - Award   2022 - 2024

Academic Honor - Award   2021 - 2022

CCNAv7: Introduction to Networks - Cert.   2024

PCAP: Python Programming Essentials - Cert.   2023

Cisco: Introduction to IoT - Certificate   2022

CLA: C Programming Essentials - Certificate   2021

Projects

The Goddess' Trial - 2D speedrun platformer made in Unity
mun-development.itch.io

Shadow Monarch - 2D action game made in Godot
mun-development.itch.io

WOB and COB - A cute box collection game made in Unity
mun-development.itch.io

LUKA - Accident and Disaster Detection Web-based System
Columban College, Inc.

Web-Based IT Inventory Monitoring System
Columban College, Inc.