

Education

Kwantlen Polytechnic University

Bachelor of Information Technology | 2021

Personal Projects

Crossing the Cosmos

Lead Programmer | 2020 - 2020

Designed and developed "Crossing the Cosmos", a 2D adventure strategy video game for PC using the Unity game engine with C#. I built the game from the ground up as both lead programmer and team leader.

- Developed designs, documents, requirements and code architecture for the game.
- Created and implemented UI/UX design with animations to create high quality polish.
- Programmed key randomization systems, system balance and most key features.

Tera Dragon

Team Leader, Programmer | 2020 - 2020

Organized an online community around game development and led members in the development of "Tera Dragon", a 2D tower defense video game for PC using the Unity game engine with C#.

- Organized project tasks through Trello boards, creating project deadlines, time estimates and milestones to streamline team tasks and boost productivity.
- Designed enjoyable game mechanics through playtesting and play test documentation.
- Led teammates through online channels focusing on hands on leadership to motivate members.

The Mountain

Lead Programmer | 2020 - 2020

Lead developer and designer of "The Mountain", a 3D first person dungeon crawler prototype for PC using the Unity game engine with C#. The project was designed to gain experience in all sectors of game development and further my skills as a programmer while exploring different concepts of survival game design.

- Developed complex room randomization of 3D dungeons with dynamic room building.
- Used AI state machines to create dynamic enemies and construct interesting combat.
- Strengthened skills in atmospheric and lighting design to build unique and visually appealing levels.
- Designed and produced common staples of the first-person genre such as, movement, abilities and ray cast detection with C#.

Let's Take A Selfie!

Lead Programmer | 2020 - 2020

Participated in the "Van Jam" game jam as team leader to create "Let's Take A Selfie!", a 2D side scrolling platformer for PC using the Unity game engine with C#. Completed the full game in a fast-paced, time restricted environment.

- Worked quickly within a tight timeline to complete design, programming, art and sound.
- Developed enjoyable and creative mechanics in a fast-paced environment using Unity & C#.

Hobbies



Tabletop
Games



Survival
Games



3D
Printing



Virtual
Reality



Wood
Working



Hiking

References Available Upon Request