**Education**

Tabletop

Games

Hiking

3D Printing

Survival

Games

Virtual

Reality

Wood Working

**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 though playtesting and play test documentation.
* Led teammates though 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 timelines to complete design, programming, art and sound.
* Developed enjoyable and creative mechanics in a fast-paced environment using Unity & C#.

**Hobbies**

***References Available Upon Request***

**Personal Projects**

**Kwantlen Polytechnic University**

#### *Bachelor of Information Technology | 2021*