Kevin Williams
Software Developer   https://codingergonomist.github.io/

Overview

I'm an independent, self-taught software developer since 2014. Please check out my projects page at https://codingergonomist.github.io/ to see some of my work.

Believe in continuous learning and prefer challenging work to keep my skills competitive.

Education

Technical Skills

Simon Fraser University   2008- *2013*
Bachelor of Science in Kinesiology
Ergonomics Stream

Languages: C#, C++, Java, Json
Tools: Unity Engine, Github, Bitbucket, Slack, MongoDB, Excel and SPSS

Software Experience

Software Developer
Fingerprint Studio Limited, Hong Kong   *November 2016 – 2018*
- Released Triangle 180 on Android and IOS, continuing into a live environment and winning the Taipei Game Show 2017 Audience Choice Award for Indie Games.
- Implemented the puzzle game mode, power ups, increased device compatibility and updated the UI.

Indie Game Developer   *2018 - Present*
Guilds and Profiteers
- Created a custom server backend using Photon and MongoDB to handle the gameplay logic and enable asynchronous play.
- Developed a backtracking algorithm to calculate character actions.
- Used Unity to create front end for handling inputs while obfuscating other player's lies.

Indie Game Developer   *2014 - 2017*
Parity of War
- Produced a combat system in the style of Guild Wars 2 with dodging and an extensive skill pool on a peer to peer network.
- Made a RTS role to drop power ups, expand a team's base, customize lane minions and create specialized minions they directly control.

Other Experience

Community Support Worker   *December 2017 - Present*
Strive Living Society, Burnaby, BC, Canada
- Create activity and community integration plans for persons with varying special needs.
- Teach strategies to help with daily living using specialized communication tools.
- Train new staff and write daily communication reports between staff members

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Ergonomist   *January 2014 – August 2014*

Ooshew, Vancouver, BC, Canada

- **Job Demands Analyses:** Conducted for all current position and created a comprehensive method and chart for Job Demands Analyses to be conducted in the future.
- **Educational Material:** Created a number of brochures to illustrate common office ergonomic concerns and musculoskeletal disorders.
- **Fitness Assessment:** Assessed the fitness level of workers to create a baseline of strength, endurance and range of motion as a method to compare post-rehabilitation performance following a potential injury.

Ergonomist; Volunteer   *April 2013 – August 2013*

City of Vancouver, Vancouver, BC, Canada

- **Return to Work:** Helped improve workstations for injured workers placed in modified duties during return to work programs.

- **Ergonomic Consultation:** Met with a number of stakeholders on issues such as computer use within vehicles, iPad carrying devices and parking meter collection.

Office Assistant & Press Operator   *2006 – 2009*

Presto Print Ltd., Richmond, BC, Canada

- **Data Entry:** Managed a database of sale records and intake of new print orders.
- **Customer Service:** Responded to customer inquiries conscientiously and with success in getting their needs met.

INTERESTS

- Playing all manner of games. Currently spending most of my gaming time on turn based tactics games and Magic the Gathering.
- Audiobooks and podcasts for the commute. Brandon Sanderson is my favorite author, with the Debug Log and many others for development news.
- Competed in many tennis, soccer and track and field leagues.

References Available Upon Request