

Gameplay programmer concentrated on C++/C#/Lua game development. Particularly game systems, UI, and artificial intelligence.

Skills

- Knowledgeable C++/C# programmer
- Solid 3D math skills
- Strong Lua scripter
- Familiar with Roblox Studio, Unity, Unreal, and OpenGL
- Great technical writing abilities

Strengths

- Collaborative
- Good communication skills
- Fast learner/adaptable
- Persistent and reliable with getting tasks completed on time
- Creative mindset

Experience

C# Game Programmer, Capstone (Evadere) / Humber College

01/2021 – 04/2021

- Implemented co-op multiplayer into the game using Photon Network
- Developed a more interactive User Interface system utilizing the LeanTween tweening library

C++ Game Programmer, Ubisoft Next (Tower Defense Game)

03/2021

- Created polymorphic enemy and tower classes for variation and ease of game expandability
- Integrated simple kinematic seek AI behaviour to enemies

C# Game Programmer, Global Game Jam (Evadere)

01/2021

- Developed an interaction system using raycasts
- Assisted the team in debugging and solving lingering bugs
- Worked on the level design for a handful of the escape rooms

Education

Game Programming Advanced Diploma, Humber College North Campus

September 2018 – April 2021