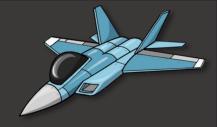# JOHN ANOYA
Game Developer

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647-677-2949 ● johnanoya@outlook.com ● linkedin.com/in/johnanoya

Experience

Team Lead, Global Game Jam 2021
January 2021

- Ensured all team members had a role
- Assigned each team member corresponding tasks
- Assisted team with any issues or concerns
- Managed GitHub repository and Discord server for communication
- Fixed and addressed any recurring bugs
- Programmed movement and interaction systems using ray-casts

Game Programmer, Global Game Jam 2019
January 2019

- Communicated ideas and bugs with team
- Fulfilled assigned programming tasks from Team Lead
- Programmed movement and user interface system
- Fixed any outstanding bugs

Skills

- 3+ Years of C++ Experience
- 3+ Years of C# Experience
- 6+ Years of Lua Experience
- Familiar with Unity, Unreal, OpenGL, Vulkan, and Roblox Studio
- Good Communication Skills
- Adaptability Skills
- Hard worker and persistent when it comes to getting tasks completed on time

Interests

- Working on a custom C++ engine on the side
- Learning web development using HTML, CSS, and JavaScript

Education

GAME PROGRAMMING ADVANCED DIPLOMA, Humber College North Campus
SEPTEMBER 2018 – CURRENT

HIGHSCHOOL DIPLOMA, James Cardinal Mcguigan C.S.S
SEPTEMBER 2014 - JUNE 2018