David Moyer

Software Developer

David Moyer
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Skills

A determined, adaptive worker that is quick to learn whatever is thrown at them. Excellent problem solver with a passion for game design that can work both with a team and independently. Proficient in C#, Java, JavaScript, CSS, HTML, React, Unity and Git. Has a basic understanding of Python and Unreal Engine.

Experience

Bit Space Development / Junior Unity Developer
AUGUST 2022 - NOVEMBER 2023, 1555 DUBLIN AVE

Responsible for developing independently and with a team on various Unity projects. Worked on internal projects, and did some miscellaneous work on some listed projects such as *Military Drone Experience, Indigenous Community Experience,* and *Therapy Using VR.*

Education

Pembina Trails Early College / High School Diploma
SEPTEMBER 2018 - JUNE 2022
Core high school education mixed with a variety of software-based courses, with extracurricular opportunities, and an advanced computer science course. Built upon core concepts, game design, and web design. Completed with a 4.0 GPA and 38.5 credits.

Manitoba Institution of Trades and Technology / Software Developer Diploma
SEPTEMBER 2020 - JUNE 2022
A primarily web-design oriented course, frontend and backend, with business related content as well. Completed with a 4.5 GPA.

Awards

Best Group Game - "Game On" Game Jam / February 2019

Won the Sisler High School "Game On" Game Jam, earning 1st place in the grades 10-12 bracket.

LIFT Business Ethics Certification / April 2019

Earned the LIFT Business Ethics Certification for completing the Better Business Bureau's ethics course.

Introduction to Quantum Computation Certificate / May 2021

Completed an extracurricular course on quantum computation, garnering a basic understanding of quantum circuitry and some python experience.

Unreal Engine 5 (UE5): Beginner's Course / February 2024

Earned certificate of completion for the Unreal Engine 5 (UE5): Complete Beginner's Course through Udemy.

Personal Projects

[The Art of War](#) / January 2019

A board game-esque strategy game inspired by the Civilization games. 2-4 players on a single device, designed using Java in the Greenfoot IDE.

[Graveyard Rush](#) / April 2019

Single player first person shooter/survival game based in C# using Unity. Players eliminate enemies, pick up power-ups, and unlock cosmetics in the shop.

[Grappling](#) / May 2019

A singleplayer proof-of-concept where the player must navigate the level by only grappling from hard points to reach the objective. Designed in C# using Unity.