

Deacon Sowerby Vancouver BC

deaconsowerby8@gmail.com | 7783884530

[Website](#) | [Github](#) | [Linkedin](#)

Education

Bachelors of Science, in Statistics *Dean's List 22-23*

University of British Columbia 2022-Current

Technical Summary

Languages: C/C++/C#/x86Assembly/GLSL/Java/Racket/R/Python/HTML/CSS/Javascript/SQL

Frameworks: Node/Svelte/Unity/Unreal/Jupyter Notebook/Flask

Software: Git/Github/Visual Studio/VSCoDe/Android Studio

Personal Projects //All on Github, see above

Game Engine

I've made like 3 at this point, at varying levels of completion

Demoscene

Cool niche programming scene, made a demoscene for a German demoparty known as Revision

Guitar Pedals

Built a fuzz pedal, went down the electrical engineering and signal processing rabbit hole, currently working on both a valvecaster, and a digital effects pedal using an ESP32 microcontroller

Mobile Games

Multiple android games, developed/deployed solo, currently at >100 downloads, and tested with 2 large publishers

Tupp.Shop

School store for my high school -> Sadly seems to have fallen into neglect, might be unable to access

Other Skills

Adobe Suite -> Primarily Photoshop/Illustrator/Indesign

Reaper -> Simple music production

Blender -> Basic 3D modelling

Basic French -> Classroom study

Fun Stuff //Does anybody actually read this?

Running -> Ran competitively in High School, still run for fun

Band -> I'm part of a band, and working on various music projects-> Trying to build guitar pedals currently, so learning some electrical engineering