



Emory Wynn – Programmer

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Projects

E.R.I.S

2018-09 - 2019-04

Summary:

Team-based Multiplayer Shooter made in my own game engine utilizing OpenGL through C++.

Team Size: 7

Roles:

Engine Programming

Gameplay Programming

AI Logic

AnimeTogether

2020-03 - present

Summary:

This is a remote networking project that allows for video streaming project using Unity.

Team Size: only me

Roles:

Network programming

Plugin Creation

Mechanics Jam

2021-10

Summary:

A simplified Game Jam with a focus on programming a game mechanic and not gameplay.

This lasted 36 hours.

Team Size: only me

Languages

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- C/C++
 - Java
 - C#
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Professional Skills

-
- Object Oriented Programming
 - Creativity
 - Communication
 - Collaboration
-

Education

Ontario Secondary School Diploma

Brooklin High School
Graduated - 06/2017

I have completed my high school education while maintaining the honour roll for 3 consecutive years. My focus during my final two years was in computer programming, math, and physics.

Bachelor of Information Technology (Honours)

Ontario Tech University
Graduated - 12/2022

I have completed my degree in the Game Development and Entrepreneurship course, learning new and innovative ways of developing games that captivate their players.