



# 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 engine

Team Size: 7

- Roles:**
- Engine Programming
  - Gameplay Programming
  - AI Logic

### *AnimeTogether*

2020-03 - present

Summary:  
This is a remote networked 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#

## Professional Skills

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- Object Oriented Programming
  - Creativity
  - Communication
  - Collaboration
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## Education

### **Ontario Secondary School Diploma**

Brooklin High School

Graduated - 06/2017

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

### **Bachelor of Information Technology (Honours)**

University of Ontario Institute of Technology

Enrolled - 09/2017

I am currently enrolled in the Game Development and Entrepreneurship course, learning new and innovative ways of developing games that will captivate its players.

