# 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 with programming in C#.

**Team Size:** only me

**Roles:**
Network Programming
Plugin Creation

### Grad Jam: Rhythm Lizard

2021-12

**Summary:**
A Game Jam for the 4th year students at Ontario Tech University. This lasted over the course of a week before exam season.  Our project was done in Unity with programming in C#.

**Team Size:** 5

**Roles:**
Gameplay Programming
Backend Programming

## Languages

- C/C++
- Java
- C#

## Professional Skills

- Object Oriented Programming
- Communication
- Creativity
- 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 - 1/2023**

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