



Emory Wynn

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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

-
- 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 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.

