

Emory Wynn

Programmer

Creative, jovial, and strives to make the impossible possible. Motivated To learn new things and put all my knowledge and talent to good use.

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Phone
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Date of birth
1999-06-19

Nationality
Canadian

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Education

Oshawa, On <i>Sep 2017 - Jan 2023</i>	<div></div> <div>Bachelor of Information Technology (Honours)</div> <div>Ontario Tech University</div> <div>Digital Deploma: https://www.parchment.com/u/award/7f1d53eee4dc97a965457a8d7ce0e818</div>
Brooklin, On <i>Sep 2013 - Jun 2017</i>	<div></div> <div>Ontario Secondary School Diploma</div> <div>Brooklin Highschool</div>

Skills

- Object Oriented Programming
- C++
- C#
- Unity
- Game Engines
- Linear Algebra
- Problem-Solving
- Version Control
- Teamwork

Projects

<div>GameEmGine (OpenGL)</div> <div>2018 - Present</div> <div>Summary:</div> <div><ul style="list-style-type: none">A Game Engine/Framework using C++, made for my second year of university. Used for making a 3D team-based multiplayer game.</div> <div>Team Size: (Engine)Solo, (Game) 7</div> <div>Roles:</div> <div><ul style="list-style-type: none">Backend ProgrammingShader ProgrammingAI Logic (Game)</div>
<div>Console Band</div> <div>2018 - 2019</div> <div>Summary:</div> <div>A personal project to bring the comforts of RockBand to the aesthetic of a console window.</div> <div>Team Size: Solo</div> <div>Roles:</div> <div><ul style="list-style-type: none">Gameplay ProgrammingBackend ProgrammingMultithreading</div>
<div>AnimeTogether</div> <div>2019 - present</div> <div>Summary:</div> <div><ul style="list-style-type: none">This is a remote networking project that allows for video streaming. This project uses Unity with programming in C#.</div> <div>Team Size: solo</div> <div>Roles:</div> <div><ul style="list-style-type: none">Network ProgrammingNative Plugin Creation</div>
<div>Grad Jam: Rhythm Lizard</div> <div>2021-12</div> <div>Summary:</div> <div>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#.</div> <div>Team Size: 5</div> <div>Roles:</div> <div>Gameplay Programming</div> <div>Backend Programming</div>

References

Upon Request