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Emory Wynn – Programmer

# 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



Professional Skills

# 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.