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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 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



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 - 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.