Frederick Kramer

programmer with game development background

Education

British Columbia Institute of Technology (BCIT), **Computer systems diploma** 2021 – 2023 GPA: 8.5

- Skills
 - Statistics, Functional Programming, Algorithms, UML

British Columbia Institute of Technology (BCIT), **Computer systems certificate** 2018 – 2021 GPA: 8.3

- Skills
 - Database, Discrete Math, OOP, Computer Architecture

Institute of Technology Development of Canada (ITD Canada), **Game development diploma**

2018 - 2021

- Github game project tutorial
- OBJ file processor
 - Converter of 3D obj files into game objects
- · Line renderer
 - Render that displays 3D game objects edges into 3D environment with line algorithm

Feevale University (Brazil), **Technologist in digital** games (diploma equivalent) 2009 - 2013

- Game development workflow
 - One game per semester
 - ∘ Group project (around 4 people)
 - o 3 months to 1 year project length
- Project
 - Task assignment & breakdown
 - Gant, waterfall

Projects

- Flappy Planes
 - Multi-platform, offline and online game
- Rock paper scissors game
 - Browser based online multiplayer
- Quote tool
 - o File IO
 - CSV processing

Skills

- Coding language
 - C# C++ Java
 - Web
 - HTML, CSS, Javascript
- Software
 - o Unity 3D
 - Godot Engine
- Concepts
 - SOLID framework
- Misc
 - o 3D Max
 - Adobe Suite, Photoshop, Illustrator, Premiere, After Effects
 - o Blender

Hobbies

- GameJam
 - 48 hours game making event
- Indie game development
- Game modding and asset creation
 - o Modified enemy behaviour
 - Level design

Project contribution breakdown

Napalm Studio, **Unity3D**, 3D beat'em up, 2D movement



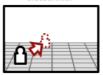
Player's character





Moving position

game view sidescroller



Player presses the up key, but character moves diagonal

top view

input

Up arrow key

hold

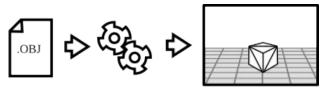
Up arrow key

hold



This is due of view distortion Character is correctly moving on the axis

ITD Canada, DirectX, Line renderer



3D object file is read into in-engine object

Object data is read by line render algorithm

Object's edges are rendered in 3D view

SOLUTION PROVIDED



Character movement looks correct in game view



Movement adjusted for player's expectation

Personal project, Browser based Rock Paper Scissors game



First player access game on the browser This player will be the host



Game uses gotm's api to generate a sharable URL link



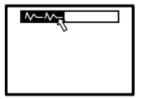
User can edit a human readable file



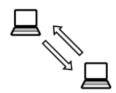
Personal project, Quote tool functionality



Entries are displayed in random order Software is discreet and unobstructive



Second player uses the link provided This player will be the peer



Connection established Game can start