

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)
 - 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
 - File IO
 - CSV processing

Skills

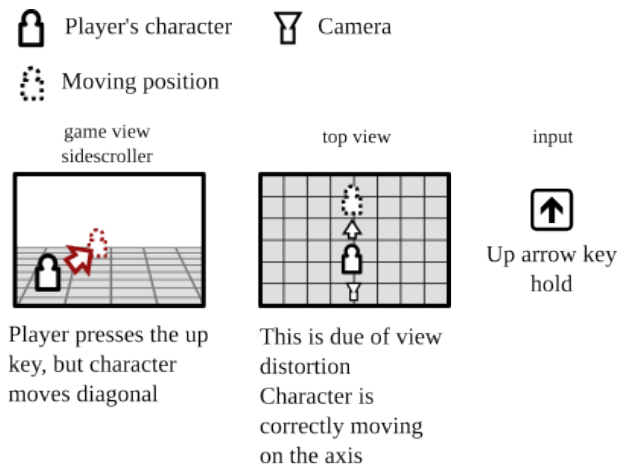
- Coding language
 - C# C++ Java
 - Web
 - HTML, CSS, Javascript
- Software
 - Unity 3D
 - Godot Engine
- Concepts
 - SOLID framework
- Misc
 - 3D Max
 - Adobe Suite, Photoshop, Illustrator, Premiere, After Effects
 - Blender

Hobbies

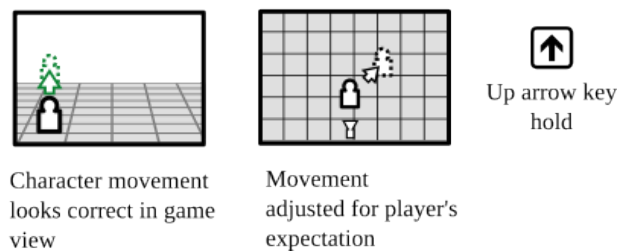
- GameJam
 - 48 hours game making event
- Indie game development
- Game modding and asset creation
 - Modified enemy behaviour
 - Level design

Project contribution breakdown

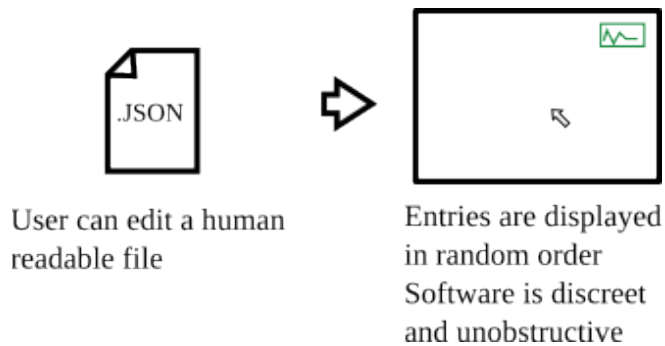
Napalm Studio, **Unity3D**, 3D beat'em up, 2D movement



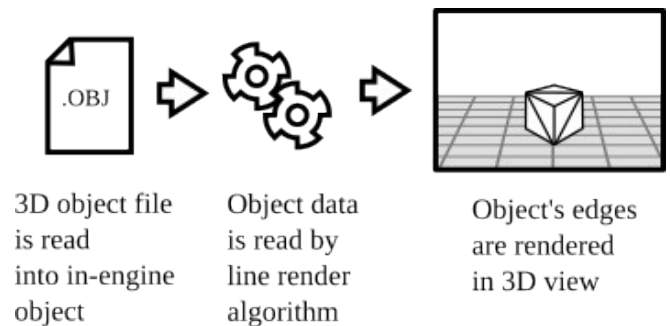
SOLUTION PROVIDED



Personal project, Quote tool functionality



ITD Canada, **DirectX**, Line renderer



Personal project, Browser based Rock Paper Scissors game

