

March 15th, 2017

To whom it may concern:

As you will read in the following resume, I have almost completed my course at triOS College for video game design and development. I have graduated with honors with 95%, and the Directors award. I am looking for a programming position with your studio. I have had experience in the following programming languages C++, C#, Java, Swift 2.0, JavaScript, as well as having experience using HTML5, and CSS3. I have loved every moment since I have started my education in video game programming and would love to grow my skills with your studio.

Please have a look at my portfolio at: jonthompson.ca . I would be pleased to review my qualifications in more detail with you during an interview. If you have any questions, please do not hesitate to contact me.

Yours Truly,

Jonathan Thompson

Jon Thompson

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Video Game Programmer

Skills

- *Programming Languages:* C++, C#, Swift 2.0, Java
- *3D Software:* 3DSMax, Maya
- *Tools:* Unity 3D/2D, Unreal Engine 4, XCode, Android studio, Visual Studio, GitHub
- *Art Software:* Photoshop, Illustrator, 3dsMax, Maya

Education

Video Game Design and Development Diploma

Completion in August 2016

triOS College, Toronto, ON

- 2D and 3D Programming, Java Programming, XNA Development, Prototyping, Analysis, Technical Design, Business, Mathematics, Physics, Data Structures and AI
- Achieved Honors (95%).

Experience

Programmer Intern, Deadhand Interactive

April 2016 – August 2016.

While with Deadhand I worked on two different projects, first was a horror puzzle survival, in which I was tasked with several different core mechanics, as well as creating Unity editor scripts to make it more user friendly to artists working on project. The second project was a story based tower defense, where I was working on the dialog system, AI pathfinding, Level design, tower design, and saved game data encryption.

Server/Bartender, Great Blue Heron Casino

October 25 2005 – Present.

Greet customers as they enter and seat them appropriately, Deliver orders to the customers after ensuring accuracy, Serve alcoholic and non-alcoholic drinks as instructed, Ensure service station is well stocked, Ensure all food items are prepared to the highest of standards, Clean up after the customers have left.

Related Projects and Coursework

Tap That Kitty, a 2D infinite running game, made in **Unity3D for Android**.
Released December 2016.

Cyborg Ninja Mr.Meow, Project 2D Video Game **Programming/Scripting/Designer – SDL2 Programming**
triOS College Toronto Campus, 2015

Epochalypse, Project DirectX11 3D Video Game
Programming/Scripting/Designer – C++ Programming
triOS College, Toronto Campus, 2015

Maya Model Animation, Project Video Game Model/Animation
Programming/Scripting/Designer – Maya Programming
triOS College, Toronto Campus, 2016

Space Shooter, iPad Project Video Game Design
Programming/Designer – Swift 2.0 beta Programming
triOS College, Toronto Campus, 2015

Zombie Survival, Windows console Project Video Game Design
Programming/Designer – C++ text based RPG Programming
triOS College, Toronto Campus, 2015

As well as many more as seen in my portfolio

References

Available upon request.