

Douglas Grant Heath

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Personal Portfolio: <https://grantheath05.github.io/index>

Objective

Motivated and dependable Computer Programming student with hands-on experience in Unity and C# game development. Seeking an internship or entry-level software position to gain professional experience, contribute to a creative team, and continue learning how to design and build engaging, scalable games.

Personal Projects

Wordle — Unity, C#

August 20th 2025 - September 3rd 2025

- New york time wordle remake linked to [Free Dictionary API](#) to confirm words are real.

Take Two (Jamseptic eye submission) — Unity, C#

October 1st 2025 - October 5th 2025

- 2D platformer game where dying teleports user to a upside down deadzone

Junkyard Tycoon — Unity, C#

October 25th 2025- in progress

- Money management tycoon game
- Inventory management system

Experience

A & J Interior (Family Business), Whitby, Ontario — Labour Assistant
2018–2022

- Helped with furniture building and basic labour tasks requiring reliability and physical effort.
- Gained experience working with tools and following instructions to complete tasks on time.

Windreach Farm, Ashburn, Ontario — Student Volunteer
October 2020

- Worked with a team of volunteers performing general farm maintenance.
- Assisted with Halloween charity event setup.
- Greeted attendees and answered questions during the event.

Education

Durham College

September 2023 - Present

- Computer Programming (CPPG)
Learning object-oriented principles, web development, database development, and languages such as C#, Java, Python, JavaScript, HTML, SQL, and more.