

Izach Carberry

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Summary :

- Previously enrolled in post-secondary education at Algonquin College for Game Development. Graduating with honours this May 2024.
- Experience communicating with a team of 13 people on a game development project.
- Proficient in two different programming languages and two different game engines

Relevant Education :

September 2021 - April 2024 **Game Development**

Algonquin College, Ottawa, ON

- Programmed operational games in Unreal Engine
- Developed techniques for development.
- Programmed effective AI.
- Learned Advance Game Engines.
- Worldbuilding and writing skills.
- Conceived, prototyped, developed, tested and evaluated procedures.
- Knowledgeable of the needs of specific markets.
- Programmed networked code.
- Tested and debugged game components.
- Familiar with level design.

Relevant Experiences :

September 2023 - April 2024 **Capstone Project Whimsical Wizardry**

Silver Standard Studios, Algonquin College, Ottawa, ON

- Programmed game features & Mechanics
- Documented work on their project.
- Created a Game with unreal engine software.
- Located bugs in code and fixed them.

Functional Skills :

Programming Languages :

- Three years of Experience with C++ language
- One year of Experience with C#
- Experience with programming with DirectX

Engine Proficiency

- Two years of experience with Unreal Engine
- One year of experience with Unity
- Well-studied in the inner workings of game engines

Documentation :

- Experience writing Technical Design documents
- Experience writing Game Design Documents
- Experience in organizing and communicating information effectively

Gameplay Programming :

- Programmed Gameplay mechanics
- Software testing and debugging
- Designing adaptable and flexible code