# Johnathon Scott

## Contact

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JG-Scott

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## Proficiencies

- Unity/C#
- C++
- Java
- Blender
- Git
- TypeScript
- React/Material UI
- SQL

## Hobbies

- Hiking
- Video Games (Playing)
- Video Games (Designing)
- Weightlifting
- Reading
- Painting

## Projects

### Seraphs Phlebotomy
January 2023 – April 2023
- Made using the Unity Engine.
- Created over the course of 14 weeks in a team of 4
- Designed and created all 3D assets for project.
- Created animations for the main character and enemy using blender.
- In charge of scene design and cinematography.

### Mini Miner Men
September 2022 – December 2022
- Made using the Unity Engine.
- Built over 13 weeks for BCIT's Game Development Course.
- Managed a team of 4 people.
- Scheduled and lead team meetings to ensure deadlines were being met.
- Created all 3D art assets for the project.

### CUTE Hub
January 2021 – April 2021
- Built a responsive and dynamic control panel for the Cryogenic Underground Test Facility in SNOLAB
- Helped to determine with my teammates that the best language for this project was React because the client needed the interface to be to be modular and scalable
- Met all milestones on time and was able to work in client feedback and extra features outside of the original scope
- The project is set to be implemented June 2021
- The project used JavaScript, React, Material UI, Node, and HTML/CSS

## Education

Computer Systems Technology Diploma
British Columbia Institute of Technology
September 2019 – May 2021

Bachelor of Science in Applied Computer Science
British Columbia Institute of Technology
September 2022 – May 2024