

# Jay Coughlan

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:: JayAKCoughlan.com ::

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## ***Skills:***

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### *Technical Skills:*

- *Programming Languages* - C#, Java, C, C++, HTML + CSS
- *Game Engines* - Unity3D, DirectX 9
- *Technical Tools* - Visual Studio, Visual Studio Code, Windows Powershell, Microsoft Excel, Microsoft Word, Google Drive, Google Docs, GitHub, Windows OS, Linux OS (Ubuntu, Kali), Mac OS
- *Image Editors* - Adobe Photoshop, Paint tool Sai

### *Soft Skills:*

- Quick to learn workplace environment and responsibilities
- Takes ownership of tasks
- Excellent problem-solving skills
- Works well with others and on his own
- Excellent customer service
- Great Git, Github, and Git-flow skills

## ***Work Experience:***

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|------------------------|---|
| Jan. 2016 - Sept. 2016 | <i>Absolute Software – Junior Systems Administrator; Vancouver, BC</i> <ul style="list-style-type: none"><li>➤ Developed and updated dashboard application</li><li>➤ Worked with servers and server applications</li><li>➤ Developed <i>Powershell</i> scripts to manage passwords on systems</li><li>➤ Compared various products and handled business communications for potential use</li></ul> |
| Mar. 2012 - Jan. 2014  | <i>Thrifty Foods - Service Clerk; Mill Bay, BC</i> <ul style="list-style-type: none"><li>➤ Strong communication with team members</li><li>➤ Assisted customers with various tasks</li><li>➤ Communicated and worked across departments</li><li>➤ Took ownership of tasks and responsibilities</li></ul>   |

## ***Education:***

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|-----------------------|---|
| Jan. 2015 - Present   | <i>B.C.I.T.</i> <ul style="list-style-type: none"><li>➤ Completed Term 1 – 4; expected graduation on <i>June 26<sup>th</sup>, 2017</i></li><li>➤ Completed BCIT's co-op program at <i>Absolute Software (Jan 2016-Sept. 2016)</i></li><li>➤ Created a five-week game, '<i>Skippy's Gold</i>', for Android</li></ul> |
| Oct. 2011 - Oct. 2012 | <i>Vancouver Film School</i> <ul style="list-style-type: none"><li>➤ Diploma in Game Design</li><li>➤ Sole programmer on my team's three-month final project, '<i>Moon Child</i>'</li><li>➤ Learned many facets of the game design process and documentation</li></ul>  |

## ***Projects:***

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### ***Cave Flier:***

- Part of a four-programmer team
- First person flight game with randomly generated obstacles and consumables
- Used C# and Unity
- Three-week production cycle
- Used GoogleVR

### ***Password Updater Script:***

- Coded internal tools for *Absolute Software*
- Used Powershell, the Powershell markup language, and PasswordState API's
- Three-month project in between other responsibilities
- Created script to automate and manage checking password ages and generating new passwords

### ***Moon Child:***

- Worked as the sole programmer on five-person team using
- Third person platformer with traditional and runner mechanics
- Four-month production cycle
- Two levels, two separate character controllers
- Available here at [http://projects.myvfs.com/games/gd24\\_MoonChild/](http://projects.myvfs.com/games/gd24_MoonChild/)

## ***Hobbies and Interests:***

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Dragons, video games, fantasy novels, fantasy novels about dragons, Pokémon, Doctor Who, writing, drawing, dungeons and dragons, and not being killed by dragons in dungeons and dragons.

## ***References:***

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### **Ignacio Vallejoh:**

- Teammate on *Moon Child*; Game play Assistant Producer at *EA Games, Vancouver*
- Cell Number: (604) 442-5587
- Work Email: [ignacio.ava@gmail.com](mailto:ignacio.ava@gmail.com)

### **Alex Schmidt:**

- Classmate at Vancouver Film School
- Email: [alex.gamedesign@gmail.com](mailto:alex.gamedesign@gmail.com)

### **Mark Agustin:**

- Co-worker at *Absolute Software, Vancouver*
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### **Geoff Bucar:**

- Hosting Operations Manager at *Absolute Software, Vancouver*,
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