

Gameplay Programmer concentrated on C++, C#, and Lua game development. Particularly game systems, UI, networking, and artificial intelligence.

## Skills

- Knowledgeable C++/C# programmer
- Strong Lua scripter
- Solid 3D math skills
- Proficient in Roblox Studio, Unity, OpenGL, and Unreal Engine
- Familiar with Adobe Photoshop, Adobe Illustrator, 3DSMax and Blender

## Strengths

- Good communication skills
- Fast learner/adaptable
- Collaborative
- Great technical writing abilities
- Constantly learning new things
- Persistent and reliable
- Creative mindset

## Experience

### C++ Game Programmer, Ubisoft Toronto Next (Atari Gravitar)

03/2022

- Built a custom 3D math library
- Implemented an OBJ loader and rendered 3D objects using 2D lines
- Utilized variadic templates to integrate a component system

### C# Game Programmer, Capstone (Evadere) / Humber College

01/2021 – 04/2021

- Implemented co-op multiplayer into the game using Photon (PUN)
- Developed a more interactive User Interface system utilizing the LeanTween tweening library
- Assisted team with any outstanding bugs or tasks

### C++ Game Programmer, Ubisoft Toronto Next (Tower Defense Game)

03/2021

- Created polymorphic enemy and tower classes for variation and ease of game expandability
- Integrated kinematic seek AI behaviour to enemies

## Education

Game Programming Advanced Diploma, Humber College North Campus

09/2018 – 05/2021