

EDUCATION

U of T Full Stack Coding Bootcamp

2021 –present

- Market driven curriculum: HTML5, CSS3, JavaScript, jQuery, Express.js, React.js, Node.js, progressive web apps, agile methodology, computer science, database theory, MongoDB, MySQL, Git
- Python, Java, C# and Amazon Web Services

Ontario Tech University (UoIT)

2016 – 2020

Major: Bachelor of Information Technology, Game Development & Entrepreneurship

Minor: Game Production Management

- Demonstrated ability to be self-directed and contribute as part of an innovative team.
- Successfully achieved semester deliverables
- Wide variety of courses including game design, graphic design, game sound/architecture, programming/object oriented programming, modeling, animation, networking, entrepreneurship, marketing, accounting and project management.
- Earned 3.0 Cumulative GPA
- As lead programmer, virtualized autonomous vehicle responses on icy road conditions for client in Quebec: ([VIDEO](#)). Co-wrote report using the IEEE publication format standard. Grade - A

ACCOMPLISHMENTS

- Competed at (Game Development Competition) Level Up Showcase 2019 for one of the best games at Ontario Tech University.
- Released multiple apps to Google Play Store
- Created a fully functional VR game from scratch in 48 hours structured to the provided theme for Global Game Jam 2019.

*All Google Play Store apps released under organization "JonWaalr Apps"

[JonWaalr Apps Google Organization](#)

NOTEWORTHY PROJECTS - [MY WEBSITE](#)

Neural Network **Neural Network for Driving Game**

2020

- Lead Programmer
- Created a neural network for a car. ([VIDEO](#))
- What's being seen in the video is part of the AI training

Zombies Fan Game **Project Recreating COD Zombies (Solo Project)**

2020

- Using assets from the internet, I created a project similar in game play and quality to Black Ops 2 Zombies.
- Demonstrates: self motivation, discipline, detail oriented and the ability to turn given assets into a complete project. ([VIDEO](#))
- The video demonstrates the first glimpse of the direction of the project

Blood Reign Fully Polished PC game (Team of 6) 2019

- Lead Programmer, Game Designer, VFX Artist, Map Designer
- Unity3D, C#, C++ (for DLLs), Github,
- Casual game, 4 person free for all, the goal is to survive while killing other players to be the last one standing.
- [Gameplay](#)

WORK & VOLUNTEER EXPERIENCE**Server & General Labor BBQ Gourmet Company 2019**

- Team cooperation, event set-up and take down, customer service

Programming Freelance Programming 2019

- Create successful projects for clients based on their needs
- Tutor university students in Unity & C# Programming

Residence Support Simcoe Residence, UoIT (OTU) 2017

- Welcome students to residence and help move in.
- Answer questions, provide directions and support a friendly, welcoming atmosphere.

Counselor Zodiac Day Camp 2011 – 2016

- Planned and organized activities as the leader of a cabin

Community Involvement Various Volunteer Opportunities 2012 – 2016:

- Lawrence Park Athletic Association
- Fundraiser Support with Toronto District School Board

PROFESSIONAL DEVELOPMENT

Montreal International Games Summit 2018 & 2019
 Def Con (Hacking Conference) 2017

SOFTWARE SKILLS:

- Unity3D (PC, Android, VR)
- C++, C#, Python 3, html, css, javascript
- Github, git bash, source tree, git LFS
- Blender 2.79
- Photoshop CS6

REFERENCES

Available on Request