

KWASI ASANTE

kwasiGKasante@gmail.com

kwasiasante.xyz

647-389-5311

linkedin.com/in/kwasiGKasante

github.com/KwasiAsante

Brampton, ON

Hi! I'm Kwasi Asante, a software developer and recent graduate with a life-long passion for video game development. I am seeking opportunities where I can make an impact by contributing my proficiency with coding game mechanics and where I can continue to improve my skills amongst a team of like-minded professionals.

SKILLS OVERVIEW

Software/Tooling: Unity, Unreal, Visual Studio, Xamarin, ASP.NET, Google ARCore, Web Development (HTML5, CSS3), MySQL, NetBeans, GIMP, Photoshop

Languages: C#, Java, C++, JavaScript

Personal Skills: Organization, Time Management, Teamwork

WORK EXPERIENCE

Software Developer - VisualTouch POS - Toronto

Jun 2019 - Present

- Developed a novel API to specifications using ASP.NET
- Developed customer-facing websites in Windows.WebForms
- Developed mobile companion iOS and Android apps for existing Point of Sale hardware and software using Xamarin
- Developed a facial recognition and temperature detection companion app for use in medical facilities
- Developed an API as a Windows Service using ASP.NET Core

Game Programmer - Agile Sloth Studios - Toronto

Sep 2018 - Jun 2019

- Collaborated with a team of 4 indie developers on 2 games that are currently in development
- Assisted in game design planning, documentation creation and project management

VR Pets

- Augmented reality (ARCore), mobile, interactive virtual pet game with massive multiplayer capabilities
- Worked on the "Hue Shift" mechanic which changed the player's pet's colour based on temperature and AI stat growth mechanics

Project Valhalla

- 2.5D Action RPG project, story-based action role-playing game with co-op battle mechanics.
- Implemented combat mechanics and animations

Tech Educator - TechSpark - Toronto

Aug 2018 - Jun 2019

- Taught in-class and after-school web design and development workshops to students aged 12-15
- Created lesson plans for use by other teachers in the curriculum

EDUCATION

- Participated in multiple events that taught youths of colour skills that would equip them with the knowledge and ability to further their future careers

Web Sales Associate - Showcase - Brampton

Nov 2014 - Aug 2015

- Worked in a high pressure, fast-paced, environment, ensuring that online orders were received and shipped out in a timely and organized manner
- Personally provided insight regarding and implemented changes to the company's web sales system, saving floor workers hours of time

Humber College

Sep 2015 - May 2018

Advanced Diploma - Game Programming

- Studied 3D mathematics and physics for game programming, and industry-standard game design patterns
- Through coursework and a capstone project, focused on interactive media, VR and AR development in C# and C++ primary using the Unity and Unreal game engines
- Worked with and led a team of four game developers to create demo game for the end-of-program student showcase:
 - **Aftermath** - Fighting/rhythm game with auto generated beatmaps. Players press buttons on their controller to match the rhythm of the game in order to control their character's fighting moves.

PROJECTS

Lead Developer - TOJam 2018

May 2018

Last Goat Running

kwasiasante.itch.io/last-goat-running

- Two-player split-screen side-scrolling racing game developed in C#/Unity
- Planned the outline of the project and created primary mechanics for the running physics and power-ups

Solo Developer - Global Game Jam 2018

Jan 2018

Elemental Transmission Trials

globalgamejam.org/2018/games/elemental-transmission-trials

- Single-player 3D reflex game developed C#/Unity
- Developed player mechanics, level design, and particle effects

Mechanics Developer - TOJam 2017

May 2017

For-"goat"-ten Isles

eun0ia.itch.io/the-forgoatten-isles

- Collaborated with a 5-person team of artists and programmers on a first-person puzzle-platformer
- Primarily worked on mechanics for different types of traps, player input and controls, and level editing

INTERESTS

In my free time, I enjoy playing JRPGs with intricate storylines and have put over 1000 hours into completing many of them. I also love learning about the mythology, folktales and fables of different cultures and often try to incorporate them in my own written work and games.