

LAURENCE SMITH

<https://www.linkedin.com/in/laurence-s-12808b90/>

PERSONAL PROFILE

A Game/Mobile applications programmer looking to explore and grow the medium of entertainment at the cross section of art and technology. Working to create the next great interactive experiences.

AREAS OF EXPERTISE

- Unreal Engine/Unity Production tools
- Working knowledge of C++, C#, JavaScript, Swift and Python
- Experience with REST API's and AWS services
- Experience with VR & AR SDK's
- Data Structures and Algorithms
- Developed with graphics API's such as Open GL and DirectX12
- Game networking protocols
- 3D Math Skills
- 2D Physics Engine development
- Mobile development performance profiling
- Git & Perforce
- Trello/ Jira Project management tools
- Experience with Agile product management methods

OTHER SKILLS

- Blender tools experience
- Office & Google Suite tools
- Video Production tools
- Detail oriented
- Collaborative by nature
- Diligent problem solver
- The ability to analyze and retain complex technical information

GET IN CONTACT

Mobile: 647-467-2164

Home: 905-503-8643

Email: smith.e.laurence@gmail.com

Portfolio: <https://tinyurl.com/s6wt6jem>

Aurora, Ontario, Canada L4G3X7

WORK EXPERIENCE

FREELANCE MOBILE DEVELOPER

UNIVERSITY OF WEST INDIES | 2019 – PRESENT

- Direct software design and development
- Evaluate the interface between hardware and software
- Advises customers regarding maintenance of software system

CENTRAL POLL SUPERVISOR

ELECTIONS CANADA | 2019, 2021, 2022

- Effectively ran the largest poll in the country, over 20,000 people
- Handled sensitive documents and ballots with great attention to detail
- Managed electors. and aided with a variety of concerns

LOGISTICS FOR CITY OF VAUGHAN TREES

Pine Valley Corp. | 2018

- Created and maintained a database of cities' trees and health
- Collaborated with planting & watering crews
- Worked quickly on my feet, exceeding city quotas

EDUCATION HISTORY

GEORGE BROWN COLLEGE

Computer Technology – Game Programming (2017–2022)

- Studied Object Oriented Programming, Data Structures and Algorithms
- Worked with low-level rendering APIs such as DirectX 12 and OpenGL
- Acquired an aptitude for 2D & 3D physics and math skills

GAME JAMS

GREENLIGHT GAME JAM 2022 (ITCH.IO) [TEAM OF 6, 5-WEEK PROJECT]

GAME DIRECTOR, LEAD PRODUCER, AI PROGRAMMER, AUDIO PROGRAMMER, REPOSITORY MANAGER

- Directed a team of 6 through Pre-Production, Prototyping, Production, & Polish.
- Coordinated and delegated with Art Producer on Design Docs & Trello Jobs.
- designed and constructed A.I. using Unreal Engine A.I. Behaviour Trees.

IGDA GLOBAL GAME JAM 2022 [TEAM OF 4, 48-HOUR PROJECT]

LEAD GAME DESIGNER, GAMEPLAY PROGRAMMER, LEAD PRODUCER, AUDIO PROGRAMMER, REPOSITORY MANAGER

- Worked on core gameplay systems and functionality.
- Maintained and provided team support for GitHub Repository
- Played a lead role in Design decisions and execution.

GAME MAKERS TOOLKIT GAME JAM 2021 [TEAM OF 5, 48-HOUR PROJECT]

LEAD PRODUCER, LEAD PROGRAMMER, REPOSITORY MANAGER

- Worked with Game Designers to implement gameplay & camera systems
- Led other Programmers by delegating and supporting tasks
- Led and instructed team through Git set up and tools.