

# Laurence Honok

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## Education

**Bachelor of Computer Information Systems**  
Mount Royal University, Calgary, AB

Sept 2020 – Dec 2025

## Professional summary

Full-stack software developer with experience building games and applications using C#, Java, JavaScript, and SQL. A strong team player with leadership skills and Agile development experience.

## Technical Skills

- **Programming Languages:** C#, Java, JavaScript, Python
- **Database:** SQL, PostgreSQL, MariaDB
- **Development Tools:** Git, Visual Studio Code, Unity, JetBrains, Jupiter Notebook
- **Frameworks:** React

## Projects

### Bright Burn

Sept 2023 – Dec 2024

- Developed a two-player fighting game in Unity over a three-month period, developing core gameplay mechanics in C# and integrating responsive controls and animations.
- Implemented Agile workflows, planning sprints, gathering player feedback, and iterating on prototypes, to enhance feature quality and user engagement.

## Work Experience

### Instructor

Black Boys Code

June 2022 – Feb 2025

- Led instructional sessions to teach programming fundamentals in Python, providing hands-on guidance to students and fostering a collaborative learning environment.
- Assisted students in troubleshooting coding challenges and provided one-on-one support for skill development.

## Extracurricular Activities

### Co-President, Game Design Development Club

May 2023 – Present

- Collaborated with team members in regular planning meetings to organize and execute game development events and workshops using Godot.
- Led discussions on logistics, content, and resource allocation to ensure well-structured events that foster technical learning and creative engagement for over 25 students.