

Laurence Honok

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Education

Bachelor of Computer Information Systems

Mount Royal University, Calgary, AB

Sept 2020 – Dec 2025

Professional Summary

Passionate hobbyist game developer skilled in Unity (C#), JavaScript, and SQL. Experienced in gameplay programming, testing, and debugging to create polished, engaging experiences. Self-driven problem solver eager to contribute to indie game projects.

Technical Skills

Programming Languages: C#, Java, JavaScript, Python

Game Engines: Unity, Godot

Art & Design Tools: Aseprite, Pixel art design

Development Tools: Visual Studio, Git, Unity Profiler, JetBrains Rider, Jupyter Notebook

Projects

Sacrilegious Invasion

May 2025

- Led programming for a 3D wave-survival shooter in Unity, inspired by Call of Duty: Zombies, developed within one week for a game jam.
- Implemented player movement, shooting mechanics, and locomotion systems in C# for responsive and immersive gameplay.
- Created a wave-based enemy spawning system, adjusting pacing and difficulty over time.
- Rigged and animated a 3D model to hold and aim a weapon, using animation layers for seamless combat transitions.
- Coordinated with two teammates to integrate assets, synchronize feature development, and meet tight deadlines.

Bright Burn

Sept 2024 – Dec 2024

- Designed, developed, and published a two-player fighting game entirely solo in Unity, implementing all core gameplay mechanics in C#.
- Architected responsive player controls, hit detection, and animation systems for smooth, engaging combat.
- Integrated art, sound, and UI assets into a cohesive build, managing the full technical pipeline from prototype to release.
- Optimized performance using Unity Profiler and efficient asset management to ensure stable framerates.

- Applied Agile workflows independently, planning sprints, gathering player feedback, and iterating on prototypes to enhance game feel and user engagement.
- Created pixel art assets using Aseprite, designing characters and animation.

Small Game Releases

Ongoing

- Designed and released multiple small games on itch.io using Unity and Godot.
- Focused on exploring gameplay mechanics, user experience, and iterative exploratory testing to refine coding skills