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Laura Ukrainec

*- Game Programmer -*

https://lawaukrainec.github.io/

Passionate and hard-working with proven leadership and collaboration skills looking to apply my experience and abilities to an entry or mid-level game programming position.

# HIGHLIGHTS

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| * **Game programming student** with a 4.0 GPA and 4 years of experience working with C# and using Unity to develop video games. * **Communication:** congenial and articulate with the ability to quickly build rapport with others. * **Teamwork:** over 7 years of experience working as part of a team in challenging environments. * **Creativity:** adept at solving logic puzzles and proven artistic talent. |

# SKILLS

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| **Programming**   * Produced clean and optimized object-oriented code with C# and the .NET framework that consistently exceeded expectations. * Created modular scripts structured around inheritance for use in video games, including health, weaponry, and character creation. * Constructed 25 static and multi-page website using self-taught HMTL5, CSS/SCSS, and Javascript (Angular and vanilla) skills, supplemented with courses taken in 2019 and 2021. * Coded 4 simplistic games using the Monogame framework. * Designed and coded 10 small games using Unity3D. * Acted as a programmer, technical designer, and game designer for a virtual reality game for the Oculus 2, created in Unreal4 with visual scripting. |
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| **Software** |
| * Created scripts for multiple different programs using the Visual Studio IDE and its features. * Used Adobe Photoshop to create assets for games, including menus, characters and backgrounds for 2D games as well as mock-ups for websites. * Pulled and committed scripts to a GitHub repository when collaborating on projects. |
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| **Additional Skills** |
| * Combined patience, creativity, and tenacity to solve complex problems when writing interdependent scripts. * Worked as part of a team for 7+ years, resolving conflicts as required and maintaining open lines of communication. * Adapted to different working environments and clientele to provide the best experience possible. |

# EDUCATION

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| May 2018 – Present | NORTHERN ALBERTA INSTITUTE OF TECHNOLOGY / *Edmonton, AB* |
|  | * Game Programming stream of Digital Media and IT * Expected graduation date: April 2022 * 4.0 GPA; Dean’s List for 8 semesters |

# PROFESSIONAL EXPERIENCE

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| Sept 2021 – Dec 2021 | Technical Designer, Programmer / *vrCave – NAIT Capstone Project* |
|  | * Worked with 2 other programmers to complete one virtual reality game in Unreal Engine 4 with visual scripting. * Created clean and organized game management scripts with built-in testing capabilities. * Ensured all scripts coordinated with each other as intended and replicated across the network properly. * Built an item pooling and spawning system that adjusts itself to the game’s length. * Assisted teammates with logic flows and bug fixes in their scripts. |
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| Feb 2015 - Present | CUSTOMER SERVICE / *Duke’s Pizza and Pub, Acheson, AB* |
|  | * Ensures a pleasant customer experience by providing efficient and friendly service, both alone and with coworkers. * Maintains a regular customer base of more than 30 people. * Trains new employees in all the aspects of quality service from customer relations to company policies and procedures. |
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| Dec 2012 – Jun 2015 | CUSTOMER SERVICE / *Encore, Edmonton. AB* |
|  | * Delivered prompt service to a large number of customers in a high-pressure environment. * Performed and succeeded in 5 different customer-facing positions within the company. * Assisted other departments with their duties, including inventory and sales calculations. |
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| May 2013 – Dec 2014 | ASSISTANT MANAGER / *Dairy Queen, Spruce Grove, AB* |
|  | * Trained and guided new employees on company policies and customer service skills. * Acted as a keyholder and managed closing duties, including balancing the cash drawer and delegating tasks to coworkers fairly. * Designed and implemented a scrolling feature for menu displays. |