

Spruce Grove, AB T7X4J9

587-784-4333

laura.ukrainec@hotmail.com

Laura Ukrainec

*- Game Programmer -*

https://lawaukrainec.github.io/

Passionate and hard-working with artistic 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 graduate** with a 4.0 GPA and 5 years of experience working with C# and using Unity to develop video games. * **Experience** with Unity and C# as well as Unreal4/Unreal5, blueprints, and C++. * **Creativity:** adept at solving logic puzzles and proven talent with traditional art. |

# SKILLS

**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 both static and multi-page websites using self-taught HMTL5, CSS/SCSS, and Javascript (Angular and vanilla) skills, supplemented with courses taken in 2019 and 2021.
* 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.
* Contributed to multiple systems for a game built in Unreal5 using blueprints and C++, including loot reveal and loot table generation.

**Software**

* Visual Studio, Visual Studio Code
* Adobe Photoshop, GIMP, Quixel
* Unity, Unreal4, Unreal 5
* GitHub, UnrealGameSync, Jira

# EDUCATION

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| May 2018 – Aug 2022 | NORTHERN ALBERTA INSTITUTE OF TECHNOLOGY / *Edmonton, AB* |
|  | * Game Programming stream of Digital Media and IT * Graduated in August 2022 * 4.0 GPA; Dean’s List for all 9 semesters |

# PROFESSIONAL EXPERIENCE

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| Mar 2022 – Jan 2023 | Intern, Junior Programmer / *Quantum Integrity Software* |
|  | * Began as an intern and was converted to full time employment in August 2022. * Fixed and improved upon the looting reveal system. * Built a volume-based system to automatically generate loot tables for all containers via Gameplay Tags. * Created lootable vehicles and lootable bodies that accurately reflected the dead player’s inventory. |
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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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| Oct 2021 – Present | Casual Motion Capture Actor / *NAIT* |
|  | * Worked with directors from Humanoid and New World Interactive to produce motion capture data for use in their games. * Experience with full-body and face capture. * Read lines and acted out scenarios for cutscenes. |