

WORK EXPERIENCE

GAME AND SIMULATION DEVELOPER | DornTech R&D Inc. | Remote

Sep 2023 – Present

- developing and enhancing a technical peace simulation game tailored for the Canadian forces and the United Nations. Responsibilities include a meticulous review of multiple iterations of the game.
- bug hunting for VR and realism: actively identifying and rectifying bugs, including those in VR builds. Ensuring that the simulation game maintains the high standards for practical training in peacekeeping missions.
- elevating dialogue and responses: contributing to elevating conversation and military responses within the simulation. Aimed at providing a more accurate reflection of the intricate nature of peacekeeping operations, aligning closely with the needs and expectations of the Canadian forces and the United Nations.

GAME DEVELOPER | uGotGame Inc. | Remote

September 2023 – Present

- Spearheaded the technical strategy for the startup, aligning the company's vision with scalable technology solutions, ensuring long-term success and adaptability.
- Collaborated closely with the CTO and development team to optimize the architecture and performance of the application, focusing on House Party and streaming Modes, Dating Game Variety, and Exclusive Experience Marketplace.
- Advised on best front-end and back-end development practices, leveraging my C++, C#, Unity 3D, Unreal Engine, and Three.js expertise to guide the team.

PROFESSOR OF CREATIVE CODING & WORKFLOW TOOLS | Humber College | Toronto, ON

January 2022 – Present

- Developed and managed a comprehensive course curriculum on programming logic for interactive experiences, effectively juggling course development, lecture preparation, and grading assignments.
- Coordinated with other faculty and staff to ensure a seamless learning experience for students, demonstrating strong multi-tasking and organizational abilities.
- Successfully adapted to a rapidly changing educational environment and effectively balanced various responsibilities, illustrating excellent task management skills.

CODING PROJECTS

COSMIC CATCH |

2023 (October - April)

Tech Stack: C++, Unreal Engine 5 | [Source Code](#)

- Developed a cosmic fish-catching game using C++ and Unreal Engine 5
- Led a project with 24 team members for three months for a level-up showcase at Humber College
- Implemented performance optimization techniques to enhance game speed and responsiveness.

JOSH FIGHT THE GAME |

2022 (January - April)

Tech Stack: C#, Unity 3D | [Source Code](#)

- The game is based on the “Josh Fight” meme event in April 2021. writing in C# and using the Unity Engine.
- The game was developed in a week for a game jam in the program of Game Programming at Humber College
- Employed advanced problem-solving techniques to meet tight deadlines.

PROJECT ROBOT |

2022 (April-December)

Tech Stack: C#, Unity 3D | [Source Code](#)

- The Game was developed for The Global Game Jam and made in under 48 hours.
- Led a group of 8 developers and designers to create a game under pressure with the theme of duality
- Focused on multiplayer network programming to support real-time interactions.

TECHNICAL SKILLS

LANGUAGES: C++, C#, Java, JavaScript (ES6 +), Typescript, Python, SQL, HTML, CSS

DATABASES: MongoDB, PostgreSQL, firebase

TOOLS / LIBRARIES / APPS: Git, GitHub, Figma, ASP.NET, Socket.IO, RESTful API, ThreeJS, Unreal Engine, Unity

OS: Windows, iOS, Linux / Unix, Ubuntu

Specialties: Multiplayer Network Programming, Performance Optimization, Problem-Solving

Game Development | Front-End Development | Back-End Development | 4 year in software or game development | Scrum | problem-solving abilities | QA Testing | SDLC

EDUCATION

GAME PROGRAMMING

Advance diploma

HUMBER COLLEGE, TORONTO, ON *DEAN’S LIST FOR ALL SEMESTERS

SOFTWARE ENGINEERING IMMERSIVE

Certificate

GENERAL ASSEMBLY, TORONTO, ON