# Wakeford Elvyn

## Application Developer

**CONTACT**

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## PROFESSIONAL EXPERIENCE

### Game/VR Developer | 2022–2023
Quest Education Group

- Developed an educational metaverse using 3DVerse.
- Conducted comprehensive research on VR integration and haptic feedback.
- Integrated a VR viewer for the developed metaverse.

### Mobile Game Developer | 2023–2024
IWinSciences

- Debugged 15 educational games, improving UI, mechanics, and shaders.
- Developed new features in Unity with SQL database integration.
- Published games on the Google Play Store.

### Engine Programmer | 4 Weeks
Studies Project

- Creation of a rendering engine using the OpenGL API in a team of 3, I took on the role of Engine Programmer and Level Designer. I built the rendering pipeline, and designed sample levels.

### Mobile App Developper | Ongoing
Personal project

- Developing a dating app that matches users based on music preferences, built with Flutter, JavaScript, and MongoDB.

## EDUCATION

**Gaming Campus | 2022–2024**
MSc in Video Game Programming

- Distinctions (1$^{st}$ in class)

**Gaming Campus | 2022–2023**
Professional Title: Application Designer and Developer

**Gaming Campus | 2022–2024**
European Masters in IT Expert (Intelligent Applications and Big Data)

**Gaming Campus | 2021–2022**
Bachelor's : Computer Development, specialized in Video Games

## SKILLS

**Soft**
- Curious
- Patient
- Fast Learner
- Versatile
- Detail oriented

**Technical**
- C++, C#, Java, JavaScript, Python
- Unity, Unreal Engine, Flutter, Linux, Windows
- HTML, PHP, SQL, CSS
- Database Management

**Languages**
- French, bilingual
- English, bilingual
- Spanish, entry level