

# NATASHYA PEDDLE

Oshawa, Ontario

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## Junior Game Developer

Junior Game Developer who possesses skills and knowledge in both Game development and Game Art Design. Demonstrates broader thinking and varied skillset offers seamless integration between art and gameplay.

## SUMMARY OF QUALIFICATIONS

- Knowledgeable in Game Design Production pipeline from pre-postproduction.
- Proficient in C#, Java, JavaScript, HTML, SQL, Unreal Engine's C++ Visual Blueprint Scripting
- Highly experienced in game asset creation, animation, game level design and game graphic optimization
- Ability to time manage and meet deadlines in stressful or pressured environments
- Skilled at adapting and overcoming new obstacles and/or problem-solving
- Demonstrates strength in conceptualization and visualization, with a highly organized and detail-oriented mindset

## INDUSTRY TECHNICAL SKILLS & KNOWLEDGE

Languages: C#, Java, JavaScript, HTML, CSS, SQL, Unreal Engine's C++ Visual Blueprint Scripting

Applications: MS Office Suite, Visual Studio, Visual Studio Code, Oracle SQL Developer, GitHub

Game Engines: Unreal Engine, Unity

Industry Tools: Maya Autodesk, Zbrush, Substance 3D Painter, Substance 3D Designer, Blender, Marmoset Toolbag 4, Adobe Photoshop Alternative, Trello, Miro,

## EDUCATION

**Advanced Diploma, Game Programming**

Sept/2024 – Present

Centennial College, Scarborough, ON

### Relevant Courses:

Web Interface Design, Client-Side Web Development, Programming, Unix/Linux OS, Java Programming, Software Systems Design, Web Application Development, Game Programming

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## Advanced Diploma, Game Art

Sept/2021 – April/2024

Durham College, Whitby, ON

### Relevant Courses:

Realtime Engines, Game Preproduction, Game Postproduction, Technical Artistry, Asset Production, Game Animation, Game Design

## EXPERIENCE

Ubisoft Next Competition 2024 - 3D Art 3<sup>rd</sup> Place Finalist

Nov 2023 - Jan 2024

- Designed an organized plan layout of a game level, cinematic and asset list
- Adapted to obstacles under pressure while keeping up with strict deadlines
- Created Visual Effects through Unreal Engine's C++ Visual Blueprint Scripting
- Explained a cinematic story through effective camera work, game level flow and lighting techniques
- Produced a high-quality Game Environment, complete with game ready assets and textures

MRC Studio "Soul Compass" Animated Short Film – Concept Artist

Oct 2022 – Jan 2023

- Worked in a Team-focused environment to produce the visual representation of a short film
- Fulfilled client needs and requirements through effective communication and problem solving
- Collaborated with remote team members to develop a style guide for cinematic brand consistency
- Delivered high quality results on time through exceptional time management skills