**Objective**

A attain pay to provide for my family of three and gain experience in the game development workforce.

**Education**  
Game Programming Diploma NAIT (Northern Alberta Institute of Technology) *September 2018 – April 2020*

High School Diploma - Delburne Centralized school *September 2015 - June 2018*

**Work Experience**

Beach Day Studios – Game Programmer Internship *February 2020 – April 2020*

Hickory Farms - Sales Associate *2018-2019 (2 Years Seasonal)*

Delburne Foods - Cleaning Worker and Cash Tender *July 2015 - September 2015*

**Volunteer Experience**

NAIT New Student Orientation Student Volunteer *11.75 hrs, Fall 2019*

NAIT Open House Volunteer  *2.5 hrs, August 28, 2019*

Family History Lead Consultant *October 2018 – April 2020*

**Extra-Curricular**

Global Game Jam Competition *January 25-27, 2019*

Red Deer Royals Show and Marching Band - Clarinetist *September 2013 - January 2015*

**Skills and Abilities**

* Participates eagerly in projects and tasks
* Interested in developing new skills
* Positive attitude and behaviour
* Strong sense of responsibility
* Extensive Research and Organizational skills
* Advanced computer and software knowledge
* Effective decision-making skills

**Achievements**

Completed an internship and was hired.

Completed NAIT diploma with honors.

Created a game engine.

Released fourteen different independent video games.

**Certifications**

FIT (Focus on Information Technology) Network Systems and Operations Course *completed: July 2016*

Four years LDS Church Seminary Course (Honor Role) *September 2014-June 2018*

**Hobbies and Interests**

Camping and Hiking

Video Games

Instrumental Music (Clarinet)

**References**

Provided upon request.