Hamish Harrison

Game Developer

Phone: (403) 888-0868

Email: hamishharrison@hotmail.com

Portfolio & Github

www.hamishharrison.ca

https://github.com/Noxirus

SUMMARY

- Professional Game Developer with 3+ years of experience developing Unity and Unreal Engine games on the PC, WebGL and Android platforms.
- Designed and programmed 6 games using Unity, resulting in an average rating of 95% positive.
- Currently teaching Game Development at Bow Valley College.

WORK EXPERIENCE

Instructor   September 2023 to Present

Bow Valley College

- Educating and mentoring students on game development and technical design principals.
- Showcasing overall Unreal Engine details such as blueprints, animations, and level design principles.
- Using Perforce to support the student's collaborative projects.

Game Developer   December 2020 to November 2022

Deleptual, Remote - Toronto, ON

- Core developer for 6 Unity projects, liaison to clients and mentor to internship students.
- Core gameplay designer for Unity projects, creating and implementing puzzles, environments, and clue systems.
- Facilitated various stages of gameplay testing, from alpha, beta, and production release.

Deleptual Project Highlights

Abandon Ship   January 2022 - May 2022

3D Virtual pirate escape room game with team connectivity.

Link: https://www.monikerpartners.com/virtual-games/abandon-ship

Technologies: C#, Unity, React, WebGL, Google Firebase, Digital Ocean

- Designed and developed eight various puzzles in C#, including clues, padlocks and minigames.
- Created the three 3D environments as per team's design documents and feedback.

Deleptual: Pipe Puzzles   April 2022 - September 2022

Android mobile puzzle game, tap the pipes to rotate them and line them up to complete.

Link: https://play.google.com/store/apps/details?id=com.deleptual.pipepuzzles&hl=en_CA&gl=US

Technologies: C#, Unity, Android, Google Play Services, Google Firebase

- Designed and developed the puzzle and input systems, allowing for horizontal and vertical directions of the pipes, scalable with additional mechanics.
- Created and prototyped four diverse environments and mechanics. Resulted in significantly more ways to play the game.
- Integrating Google Play and Google Cloud services to project, allowing for authentication of the users Google profile and saving their puzzle completion progress.

Final Verdict   March 2021 – July 2021

Virtual investigation game, explore various clues to determine the outcome of a court trial.

Link: https://www.monikerpartners.com/virtual-games/final-verdict

Technologies: C#, Unity, WebGL, Google Firebase, Digital Ocean

- Coded all systems for the Unity project, puzzle elements, input and timers using C#.
- Developed and created multiple UI elements using Unity's canvas systems.
- Programmed synchronized schedule system, allowing teams to book times with in-person actors.

EDUCATION

Object Oriented Software Development Certificate   October 2019 to November 2020

Southern Alberta Institute of Technology (SAIT), Calgary, AB

GPA: 3.97/4.0

- Demonstrated proficiency in the software engineering lifecycle using various agile methodologies, machine learning techniques, and exceptional problem-solving skills.
- Applied application development best practices, including algorithm design, security considerations, thorough code testing, and comprehensive code documentation.
- Collaborated closely with cross-functional teams to deliver complex programs, leveraging Github for streamlined source control and efficient collaboration.

Bachelor of Arts in Linguistics, Minor in Music, Awarded 2015

University of Calgary, Calgary, AB

BADGES & CERTIFICATES

Udemy:

- Unreal Engine 5 C++ Multiplayer Shooter   Awarded August 2023
- Microsoft Azure: From Zero to Hero – The Complete Guide   Awarded June 2023
- Unreal Engine 5 C++ The Ultimate Game Developer Course   Awarded February 2023
- Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games   Awarded January 2023
- Complete C# Unity Game Developer 3D   Awarded September 2020

Unity Certified User: Programmer   Awarded May 2020

VOLUNTEER EXPERIENCE

Volunteer Chapter Lead/Mentor   September 2020 to Present

Canada Learning Code, Calgary, AB

- Organized and facilitated engaging in-person programming classes, securing venues, and coordinating support volunteers to ensure a seamless learning experience for participants.
- Served as a mentor and role model to aspiring coders, offering guidance and inspiration to help new learners develop their skills and achieve their goals.

Peer Mentor, Leadership and Crisis Volunteer   October 2011 to May 2015

Distress Centre Calgary, Calgary, AB

- Provided coaching and support to new volunteers, helping them build their skills and develop goal plans in preparation for handling crisis calls independently on the crisis lines.