

Hamish Harrison

Game Developer

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PROFESSIONAL SUMMARY

- Game Developer with 4+ years of experience in game design and programming.
- Two years of experience teaching game development at Bow Valley College. Topics include extensive blueprint scripting concepts, animation graph, materials, Niagara and Cascade particle systems and AI behavior trees.
- Unreal Engine Developer at Nice Axe Games, specializing in online multiplayer development. Converting C++ functionality into blueprint friendly nodes.
- Participated in four in-person Game Jams, developing multiple local multiplayer games in Unreal Engine using both C++ and Blueprints. Developed combat systems, procedurally generated levels and random enemy wave spawning.
- Developed and published six Unity WebGL and mobile games.
- Experienced in full-cycle game development, from initial prototyping to deployment and post-launch support.
- Strong background in multiplayer game development, including replication, networking, and optimization strategies.

EXPERIENCE

Game Development Instructor

Bow Valley College - Calgary, AB
September 2023 - Present

- Instructing game development technologies, including Unreal Engine/C++, Unity/C#, Perforce, Git/Kraken, and Jira.
- Emphasizing industry best practices and modern game development methodologies.
- Providing mentorship and leadership, guiding student teams through collaborative game projects.
- Designed a Visual Scripting lesson plan, emphasizing the fundamental and advanced concepts of blueprints.
- Gained proficiency in Perforce within two weeks, enabling 30 students to work within a shared Unreal Engine depot.

Game Developer

Nice Axe Games - Calgary, AB
November 2024 - Present

- Developing online multiplayer games using Unreal Engine.
- Designing and implementing scalable gameplay systems using blueprints, with a focus on modularity.
- Managing source control using Perforce.
- Utilizing Jira for task tracking and project management.

Game Developer

Deleptual - Remote - Toronto, ON
December 2020 to November 2022

- Designed and developed six Unity WebGL and mobile games.
- Integrated web technologies to support backend services, enabling real-time multiplayer experiences.
- Optimized games by updating assets and using addressable loading. Reducing file size and load times significantly.

EDUCATION

Object Oriented Software Development Certificate

Southern Alberta Institute of Technology - Calgary, AB

Awarded November 2020

Bachelor of Arts in Linguistics, Minor in Music

University of Calgary - Calgary, AB

Awarded May 2015

TECHNICAL SKILLS

- **Game Engines:** Unreal Engine, Unity
- **Programming:** C++, C#, Java, Javascript, React, HTML, CSS, SQL, JSON, Typescript
- **Software:** Visual Studio, Rider, Git, Perforce, Google Play Console, Photoshop, Blender
- **Cloud Services:** Firebase/Firestore, MongoDB, Digital Ocean, Azure Cloud

BADGES & CERTIFICATES

- **Udemy Certifications:**
 - Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games (Awarded January 2023)
 - Unreal Engine 5 C++ The Ultimate Game Developer Course (Awarded February 2023)
 - Unreal Engine 5 C++ Multiplayer Shooter (Awarded August 2023)
 - Complete C# Unity Game Developer 3D (Awarded Sept 2020)
- **Unity:** Certified User: Programmer (Awarded May 2020)

VOLUNTEER EXPERIENCE

Director

Calgary Game Developers Association - Calgary, AB

December 2024 – Present

- Organizing monthly meetups focused on Unreal Engine.
- Supporting events through technical, logistical, and community engagement efforts.
- Contributing to strategic discussions to strengthen the local game development community.

Volunteer Chapter Lead/Mentor

Canada Learning Code - Calgary, AB

September 2020 to April 2024

- Coordinating and leading in-person programming workshops, including securing venues and organizing volunteer support.
- Mentoring aspiring developers, providing guidance and encouragement in their coding journeys.

Peer Mentor, Leadership and Crisis Volunteer

Distress Centre Calgary - Calgary, AB

October 2011 to May 2015

- 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.