Hamish Harrison

Software Developer

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Portfolio & Github

www.hamishharrison.ca

https://github.com/Noxirus

SUMMARY

- Professional Software Developer with 2+ years of experience developing commercial Unity Android and WebGL games along with 2 React web applications.
- Designed and programmed 6 games using Unity, resulting in an average rating of 95% positive.
- Supported in the full cycle development of 2 web applications, resulting in the promotion of healthier lifestyles from the users.

PROJECTS

Abandon Ship   January 2022 - May 2022

3D Virtual pirate escape room 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.
- Developed a system for connecting multiple user's browsers to one game state, ensuring all players on the same team were synchronized.
- Created the three 3D environments as per team's design documents and feedback.
- Innovated from previous projects by implementing an immersive movement input system.

Deleptual: Pipe Puzzles   April 2022 - September 2022

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

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.
- Managed the Google Play Store page, handled alpha/beta testing and production release tracks.
- Composed the music using MuseScore and edited through Audacity.

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.

Himalayas Trial   June 2021 – August 2022

A website for encouragement of active healthy lifestyles, contains activity progress trackers and social connection features.

Link: https://himalayastrial.ca/

Technologies: React, Javascript, HTML, CSS, Bootstrap, Google Cloud Firebase, JSON, NPM.

- Programmed the full website, all the pages, routes, front end, and backend services.
- Developed a backend tool for administrators, allowing for content, user management, feedback, and ticket support.
- Created an image upload and crop component to handle creating images for users and content.
- Developed a messaging service between users of the application, using Firebase onsnapshot functionality to immediately update the conversation state.
- Developed user matching service using a variety of filters and postal code distances API.
- Developed hierarchy of authorized content for guests, users, and administrators, used wrappers around routes for user validation checks.

Team Unbreakable   September 2021 – January 2022

A website for encouraging users to have healthier active lifestyles. Tracks users exercise routines, completion, and guides user through other activities.

Link: https://www.teamunbreakable.ca/

Technologies: React, Javascript, HTML, CSS, JSON, Figma, Bootstrap.

- Iterated over the entire website to update its CSS and styling to fit a design from Figma.
- Updated each page of the website to be screen dynamic, used Bootstrap components and CSS to ensure elements are collapsing and scaling to match any screen size.
- Added animations to various aspects of the website, using animation frames from CSS.
- Met with client to review project process, deliverables, and timelines, resulting in a quicker development timeline.

WORK EXPERIENCE

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.
- Ongoing optimization and bug fixes for previous and current projects.
- Facilitated various stages of gameplay testing, from alpha, beta, and production release.

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

Code with Mosh:

- The Ultimate Typescript Course   Awarded April 2023
- The Ultimate Docker Course   Awarded April 2023
- The Ultimate Redux Course   Awarded August 2020
- Mastering React   Awarded July 2020
- The Complete Node.js Course   Awarded July 2020

Udemy:

- 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

IBM: Application Security Engineer – Explorer Award for Educators   Awarded June 2020

VOLUNTEER EXPERIENCE

Volunteer Chapter Lead/Mentor   September 2020 to Present

Canada Learning Code, Calgary, AB

- Established and maintained a community of tech mentors and instructors to educate individuals interested in the tech industry.
- 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.

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