

SUMMARY

Recent university graduate. Been coding for 7+ years and created many small games using several game engines and programming languages such as Unity, Game Maker Studio, Unreal Engine, Java, C#, and JavaScript. Experienced in creating custom editor scripts, building user interfaces, creating mobile applications, and full-stack development. Skilled in learning new languages and technologies quickly and comprehensively.

Technical Skills

Programming Languages: C#, Java, Python, C++, SQL, JavaScript, Swift, C, PHP, R

Engines/Frameworks: Unity, Game Maker Studio, Unreal Engine, Node.js, React, Socket.IO

Tools/Other: Git, Xcode, Google Cloud Platform, FL Studio 20, Sony Vegas Pro 13

EDUCATION

B.S. Statistics | Specialist in Machine Learning and Data Mining

Dec 2021

University of Toronto

- **Courses**

- Software Design | Software Tools and Systems Programming | Design and Analysis of Data Structures | Introduction to Databases and Web Applications | Human-Computer Interaction | Introduction to Numerical Algorithms for Computational Mathematics | Computer Organization | Operating Systems | Introduction to the Theory of Computation

PROFESSIONAL EXPERIENCE

Digital Developer

Sep 2018 - Apr 2019

Maple Leaf Foods

- **Developed** and **maintained** iOS applications to record visitors at plants/offices and manage the downtime of production lines
- **Coordinated** with plant managers and employee's to ensure best functionality of applications
- Worked in a **team setting** with 3 other coop developers to deliver projects in a timely manner
- Identified bugs and resolved **technical issues** quickly
- Assisted with the **interviewing** and hiring of next set of coop employees

Personal Projects

Hacking Game

May 2020 - Present

- Developed using **Unity** and **C#**
- Built **custom Unity editors** to manage dialogue, game systems and story
- Utilized **Unity UI** and built 500+ custom scripts for the game
- Implemented Saving and loading using **Serialization**
- Managed workflow and tasks with **Trello**
- More information on patpower.ca/hackinggame

Multiplayer Game

Jan 2020 - Feb 2020

- Developed using **Node.js**, **JavaScript**, **HTML** and **CSS**
- Created an **online 2D open world game** with building, destructible terrain, inventory, usable items and more.
- Used **Socket.IO** for real time event-based communication
- Play the demo on patland.live

Java Server Plugins

Sep 2015 - Jun 2018

- Developed several server plugins using **Java** for the game Minecraft
- Created code to manage and modify data of players and game data on a multiplayer server
- Developed code to handle **asynchronous** processes and player/world events
- View source code on github.com/patpower