Scarlett Smiderle (She/Her)

Game Programmer Specializing in Core Gameplay, Automation Tools, and Game AI

Previously known as Angie/Angelica

EXPERIENCE

Zugalu, Calgary — *Unity Developer*

August 2023 - Present

- [Thrive: Heavy Lies The Crown](), City Builder/RTS game set in a fantasy world
- Game to be released for PC on steam
- Created features, tools, fixed bugs
- Helped create a more streamlined process for reporting bugs

Insanity CORR, Whitby — (Contract) *Unreal Developer*

February 2022 - August 2023

- [Headless JEFF-3](), second-person perspective puzzle game
- Ubisoft Indie Series Top Four Finalist, Feedback Fest winner
- Created technical documentation, guided others on how to use Unreal
- Focus on code readability and maintainability

The AAD Ltd., London— (Contract) *Unity Developer/DevOps*

October 2022 - August 2023

- [Cardio Practice](), mobile puzzle game for Doctors to help learn how to diagnose heart disease
- Published to App store/Play store
- Navigated legacy code and reorganized codebase to be more maintainable and standardized, including splitting modules into assembly definitions
- When adding new features, focused on code readability and maintainability, used functional programming patterns

Game Pill, Toronto — (Contract) *Gameplay Programmer*

June 2022 - August 2022

- Unreal/C++, 4 person team, Unreleased title
- Worked in Unreal Engine with ACF library on combat
- Introduced team to JIRA and some AGILE concepts
- Added Crafting, Persistence, Quest Rewards, Skill Tree

PROJECTS

[Zero Possession]() — *Combat Programmer, Game Designer*

Late March 2022 - Early April 2022

- Unity/C#, 7 person team, started from a game jam
- A fast-paced FPS inspired by Ghostrunner and Mirror's Edge
- Player's Choice and Best Sound winner at Ontario Tech's Gamecon
- Worked on AI systems and Combat systems, filling in the gaps where I'm needed

Barrie, L4N 1B7

Email
Portfolio
Github
LinkedIn

LANGUAGES

-C#

-bash/batch

-C++

-HTML/CSS

-Flutter/Dart

SOFTWARE/SKILLS

-Unity,Unreal

-Git

-Jira/AGILE

-MVVM

- Multithreading

- SOLID Principles

SOFT SKILLS

-Leadership

-Empathy

-Mental Health First Aid Certified

GAME JAMS

[Grad Jam Winter 2021]()

[ScoreSpace Jam #15]()

[GDJam 21]()

HOBBIES

-Espresso
-Music
-Writing
-VR

EDUCATION

Ontario Tech University, Oshawa — *Game Development & Entrepreneurship (BIT Hons)*

September 2018 - April 2022

- Learned AGILE, software design patterns, game programming patterns, team skills, Vice President of Game Programming Club
- Created several games to gain real-world experience with a team of 7+