

Amanda/Robert Laviolette

Game Designer & Programmer

Driven and dedicated indie game designer who specializes in programming. Has 3+ years of experience with the full development life cycle of games and 10+ years of experience programming and designing games.

Passionate about her interests in design theory, reading and writing, TTRPGs, board games, supporting the LGBTQIA+ community, making dice, and of course: game design

Experience

2020 - Present

Mafia.gg

Developer

- Implemented widely-desired 'vote quoting' feature within first month on the team
- Responsible for creating numerous popular roles
- Active moderator devoted to inclusion and safety
- Engages often with user base and frequently hosts well-received event games
- Inspires team members with passion for creativity
- Regularly designs new features and improvements for both the site and the deck-builder tool

2017 - 2020

Brick-a-Block

Design Lead

- Designed game concept, mechanics and systems from the ground-up to their near-completed state
- Iterated on the original concepts based on community and team feedback in order to improve both the experience and accessibility of players
- Managed meetings and documentation to facilitate coordination between our team of six, furthering the game's progress towards release

Personal Information

Phone

613-322-1287

Email

restomak@gmail.com

Discord

Restomak#2016

GitLab

gitlab.com/restomak
github.com/restomak

Portfolio

restomak.github.io/portfolio

Skills

Analytical Skills,

C#,

Java,

Documentation &
Communication

Excellent

C++,

Pixel Art &
Image Editing,

Unity

Intermediate

Languages

English (native)

French (intermediate)

Amanda/Robert Laviolette

Game Designer & Programmer

2008 -
Present

University and Individual Projects

Designer, Programmer, and Passionate
Hobbyist

Current Projects

- Manages a self-owned store on Etsy with over 20 successful sales of TTRPG dice, all of which I hand-crafted
- Currently collaborating with a small team to create a trivia game for a streaming community
- Recently designed a 4-6 player board game based on cooperation and backstabbing, which has been extremely well-liked by play-testers
- Always actively running at least one self-made TTRPG campaign as the game/dungeon master

Past Projects

- Worked on a small team as the AI programmer for a project of an original game demo in Unity
- Recreated the Codenames board game as a PC game for a project on a team of 11 people
- Fully designed a 3-6 player cow-racing board game that has become a family favourite
- Designed a functional Mario Maker style editing program complete with level player back in 2008 featuring Super Mario Bros 1

Education

B.Sc in Computer Sciences, Concordia University

Montreal, Canada
Looking to graduate soon

Advanced Diploma in Game Development, Algonquin College

Ottawa, Canada
Graduated in 2011

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