

Laurence Sadler

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Experience

SOFTWARE TESTER

UST @ INTEL | FOLSOM, CALIFORNIA – **JUL 2021-PRESENT**

- Perform testing and analysis over various software driver iterations
- Troubleshoot Hardware Issues
- Worked alongside Engineers to debug specific software issues
- Collaborate with project manager and lab team in order to refine and improve pre-production hardware/software
- Assisted with Regression Analysis and run experimental test cases

GAME PROGRAMMER

VIGILANCE MOBILE | NOVA SCOTIA (REMOTE) | C#, UNITY – **FEB 2021-MAR 2022**

- Prototype and designed early game mechanics
- Assisted with project documentation and planning
- Collaborated with team members to maintain a clean file structure and clean code with other programmers
- Worked on project from beginning to release

QA TESTER

ENFENYX GAMES | NOVA SCOTIA (REMOTE) | UNITY – **APR 2020-JAN 2021**

- Tracked and reported reproducible bugs
- Suggested mechanics and features to make the game more user assessable
- Evaluated the game different OS to see how they perform on both (Windows & Linux)

Education

Nova Scotia Community College, Truro, Nova Scotia – Game Programming and Design Diploma - 2021

Skills

Programming: C#, C++

Source Control: Git/Github

Software/SCM: Unity, Unreal, Jira

Shipped Titles:

- Devastation 2 - Steam
- Intergalactic Rescue - Google Play Store

Objective

To obtain a junior programmer role to work on interesting projects and grow my skills.

References

Lucas McCully - HB Studios | thecarguru2401@gmail.com

Matthew Doucette - Teacher/Mentor | matt@xona.com