

Laurence Sadler

Game Programmer

CONTACT

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San Francisco Bay Area

EDUCATION

Game Programming Degree
Nova Scotia Community
College
Truro, Nova Scotia | Present

SKILLS

C#
C++
Unity
Git/Github
Agile Development

INTERESTS

PC Building, Linux, Cooking,
Ramen, Learning

EXPERIENCE

Game Programmer
Vigilance Mobile | Nova Scotia (Remote) | Unity | C#
February 2021 – Present

- Conceptualize and program player character controllers
- Document and maintain clean code and file structure
- Program other gameplay mechanics when needed

QA Tester
N163LPH03N1X | Nova Scotia (Remote) | Unity
April 2020 – January 2021

- Bug reporting and tracking
- Documented feedback and gave comments on the game
- Test and troubleshoot on different OS (Linux and Windows)

PROJECTS

AI Programmer at Global Game Jam 2020

- Worked on a six-axis space shoot em up game called “Rehabilitation”. I programmed the AI from scratch, along with managing the team as project manager.