

# *Laurence Sadler*

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## Objective

To obtain a junior programmer role and work on interesting projects.

## Experience

### **GAME PROGRAMMER**

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

- 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

### **QA TESTER**

N163LPH03N1X 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++, HTML & CSS

Source Control: Git/Github

Software: Unity, Unreal

## References

Zach Borden - Vigilance Member | [zach.j.borden@gmail.com](mailto:zach.j.borden@gmail.com)

Lucas McCully - Vigilance Member | [thecarguru2401@gmail.com](mailto:thecarguru2401@gmail.com)

Matthew Doucette - Teacher/Mentor | [matt@xona.com](mailto:matt@xona.com)