Laurence Sadler

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Objective

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

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-PRESENT**

- Prototype and designed early game mechanics

- Assisted with project documentation and planning

- Collaborated with team members to maintain an 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++

Source Control: Git/Github

Software: Unity, Unreal, Jira

References

Zach Borden - Vigilance Member | zach.j.borden@gmail.com

Lucas McCully - Vigilance Member | thecarguru2401@gmail.com

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