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**

Game Released: Intergalactic Rescue - Available of Google play store

• 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

• 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

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