

Laurence Sadler

Game Programmer

CONTACT

sirlaurence@protonmail.com

(415)-815-5144

sirlorrence.github.io

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.