

Sebastian Latka

Computer Programmer

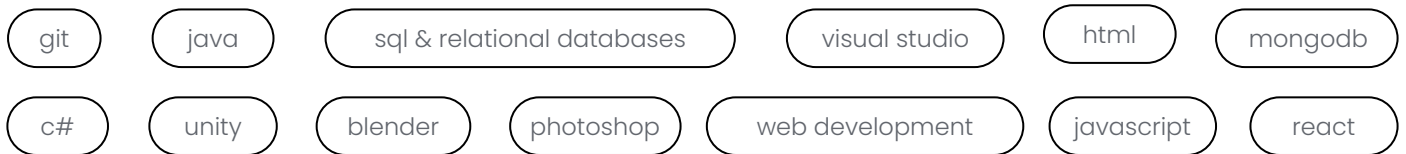


Personal Portfolio

SUMMARY

Motivated and detail-oriented Software Developer with half a decade of experience in game development using Unity and C#. Proficient in designing and deploying mobile and desktop applications with a focus on procedural generation, bug diagnosis, and user engagement. Strong collaborative skills with proven success in managing time-sensitive projects and consistently delivering high-quality results.

SKILLS



EDUCATION

Computer Programmer

Conestoga College, Waterloo, ON

EXPERIENCE

PERSONAL PROJECT | Game Development

Rise of Anura | 2021 – Present

- Designed and developed a unique frog character with engaging animations and interactions.
- Implemented procedural world generation to create dynamic and replayable environments.
- Developed AI-driven enemies and an immersive combat system for challenging gameplay.
- Created and integrated custom assets to enhance visual storytelling and bring the game world to life.
- Built a modular building and prefab placement tool to streamline level design and accelerate world creation.

PERSONAL PROJECT | Game Development

BlockyBounce | March 2020 – August 2020

- Designed, developed, and published a 2D vertical platformer for Android and iOS.
- Created simple yet engaging mechanics with jump and directional movement controls.
- Implemented enemy interactions, collectible coins for unlockable skins, and an in-app leaderboard API for competitive high scores.
- Integrated Unity Ads and in-app purchases, offering ad removal and exclusive skin options.

STORE CLERK | Retail

NoFrills | 2018 – Present

- Cross-trained across all departments to mentor team members and ensure smooth operations.
- Boosted sales by optimizing product placement and making strategic inventory decisions.
- Earned multiple raises through consistent hard work, initiative, and dedication.