

## Work Experience

### Game Development Contractor

2023-Present

Various Companies

Toronto, ON

- Generated a client base from scratch by proactively hunting for clients & finding ways to add value to their projects. Delivered work product ranging from pixel art, animations, AI, sound effects, game architecture, feature development, playtesting & publishing assistance.
- Scoped & structured a variety of development projects for clients with tight budgets. Accurately estimating hours & timelines has resulted in a reputation of always being in-budget, & on-time.
- Steered client meetings to synthesize their ideas & feedback into playable prototypes with polished player journeys on a predictable development schedule.
- Iterated on game design & functionality by running multiple rounds of playtests, quality assurance cycles, & other consultative & experience-lead processes.
- Diversified my skillset in a variety of 2D game genres, including: math-based, youth education, farming, card, platformer, tower defense, exploration & physics-based games, among others.

### Lead Game Developer

2020-2023

Hedgehog Games

Toronto, ON

- Lead developer on a team of three capitalizing on the release of the new Playdate console, capturing funding opportunities & designing a game using the console's unique features.
- Responsible for the architecture & design of game mechanics, artwork, sound implementation, playtesting & shipping. Our project was delivered on-budget & picked up by Panic, a major publisher of award-winning games like *Firewatch* & *Untitled Goose Game*.
- Adapted to fit the constraints of an entirely new-to-market ecosystem: novel hardware, a new SDK, & participating in the first cohort of games published by Panic on the Playdate game store.
- Designed & built an algorithm that procedurally generated levels. The level generator not only placed game assets but interactive narrative elements & secrets throughout each unique level.
- Optimized the game to deliver better performance & maintainability without sacrificing vibrancy & visual interest, despite the CPU & memory bottlenecks of the Playdate hardware.

### Content Engineer

2021-2022

BEGiN / Sesame Street

Remote

- Built *Learn with Sesame*, a collection of mini-games teaching early education concepts to kids within the Sesame Street IP. *Learn with Sesame* has over 500k downloads on the Google Play store.
- Collaborated with the creative team to turn storyboards, animations & audio into published games.
- Evaluated pull requests & shared feedback with the team to maintain an error-free & easy to use codebase. Met the high QA standards of a major intellectual property, earning a 4.2 App store rating.

## Game Developer

2019-2020

Softgames

Remote

- Maintained a library of Match-3 games with over 60 million players on the Facebook Instant platform with a team of developers, designers, & QA testers.
- Implemented onboarding tutorials, social features, & events into these games to keep players engaged & returning on a regular basis.

## Interaction Developer

2016-2019

Vretta

Toronto, ON

- Collaborated with a tight knit team to create *Intromath*, a collection of visually appealing, interactive math lessons in Flash/AS3 that have been used by colleges across Ontario.
- Adapted the learning outcomes of each lesson into engaging, hands-on digital experiences with the instructional designer.
- Worked with the graphic designer to shape the visuals of these lessons, & seamlessly transitioned their art & animations into the interactive portions of the material
- Developed a library of drag & drop tools to allow teachers to build engaging interactive lessons without any programming skills. These were made in PIXI & Typescript.

## Education

Bachelor of Arts, Computing

2011-2015

Queen's University

Kingston, ON

## Skills

Game Design | Development | UX | UI | Debugging | Pixel Art | Level Generation | Audio Integration | QA | State Machines

## Technologies

Godot | GDScript | Unity | C# | Lua | Pixi | Phaser | Javascript | Typescript | HTML5 | Git | Github