



Portfolio



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REID GILLIS

TECH STACK

C++ C# Javascript
Sugarcube Ink
Unreal Unity Twine

EDUCATION

PROGRAMMING FOR
GAMES WEB & MOBILE
Vancouver Film School
2024 - 2025

WRITING FOR FILM, TV &
GAMES
Vancouver Film School
2022 - 2023

BACHELOR OF COMMERCE
- MANAGEMENT
MacEwan University
2009 - 2015

SUMMARY

A programmer with a narrative design background and ten years of leadership experience in fortune 500 companies, demonstrating that given the right mindset and support, nothing is unattainable.

PROGRAMMING EXPERIENCE

PROGRAMMER & NARRATIVE DESIGNER

Frogs And Freedom | Jan 2025 - Aug 2025

- Custom EQS tests, attack token system and jump movement for AI enemies.
- Enemy wave system that gave designers ability to tune the enemy type, quantity, spawn location and how the wave was triggered.
- Event bus utilizing the mediator pattern that decoupled all events.

PROGRAMMER & NARRATIVE DESIGNER

Witch's Wand | Oct 2024 - Dec 2024

- Narrative system that tracked player progress and cued both cutscenes and gameplay dialogue.
- Spell shaders for black hole, freeze, fire shock wave and pixy firework.
- Gameplay systems for combat, ability management and state tracking.

PROGRAMMER & NARRATIVE DESIGNER

Rare Books | Jun 20XX - Dec 20XX

- Custom narrative system built in Twine but completely reworked how Twine operates.

PROFESSIONAL EXPERIENCE

MANAGER

Buckhead Meats | Jun 2023 - Aug 2024

- Inventory organization tool and improvement initiatives that helped lead to most profitable year in a decade.

WAREHOUSE SUPERVISOR

Coca-Cola Bottle Limited | Feb 2021 - Jan 2022

- Lead team of 37 to process hundreds of orders on daily basis.
- Wrote tool that standardized and automated the mapping process during the monthly reconfiguration which led to a reduction in labour cost.

PRODUCTION SUPERVISOR & SIX SIGMA BLUE BELT

Cintas | Feb 2014 - April 2020

- Lead team of 56 to wash, sort, track and load over 8000 uniforms per day.
- Automated database error correction process during conversion from AS400 to SAP which reduced labour and human error.