

Masamichi Junior Tsukada

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SUMMARY

Independent game developer with 3+ years of experience developing indie games, applications, and websites using a variety of programming languages and technologies. Exceptional project management skills, and has a drive and passion to create new and challenging video games for console, mobile and, VR

COMPUTER SKILLS

Languages

- Proficient in C#, Java, C++, HTML/CSS
- Familiar with JavaScript, TypeScript, SQL, C, Lua, Kotlin, Bootstrap

Software

- Game Engines: Unity, Godot, Game Maker Studio, Unreal Engine
- Other: Figma, Justinmind, Audacity, Gimp

EXPERIENCE

Lead Game Developer / Co-Creator - Kalios

January 2021 – Current

- Worked with two other developers and project managed a complete game development lifecycle to create Kalios using C# and unity scripts.
- Gained valuable experience on how user feedback in the testing stage has a huge impact on the success of the project.
- Designed, developed, and tested Kalios as well as providing other developers with help regarding the project.
- Responsible for programming the character functionality, levels, the procedural generation of levels and the UI system.

Programming Instructor

October 2020 - Current

Code Ninja's Oakville

- Instructed kids and young teens in computer science principles and concepts, and programming languages.
- worked with other programming instructors to devise and implement support plans to help younger kids learn computer science.

UI Designer – Mobile App

January 2019 – April 2019

- Led the overall design vision, and production of visual designs and wire frames of the mobile app.

EDUCATION

Sheridan College

September 2018-Current

Oakville, Ontario

- Advanced diploma in software development and network engineering