

## Masamichi Junior Tsukada

Mississauga, Ontario L5L2Z7

647-927-4170

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### COMPUTER SKILLS

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#### Languages

- Proficient in C#, Unity, HTML/CSS, JavaScript
- Familiar with SQL, C, C++, Bootstrap

#### Software

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

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### EXPERIENCE

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#### Software Engineer - Intern

May 2021 – Current

*ePlay Digital*

- Designed Unboxing feature in a mobile application that allowed users to experience a loot unboxing in a augmented or 3D space
- Produced a web platform that enables consumers to purchase virtual reality real estate for NFT purposes.

#### Game Tester – Freelance

April 2021 - Current

*Blue Isle Studios*

- Participated in closed beta testing of an unreleased game to offer input to programmers on gameplay characteristics
- Filed bug reports to programmers about concerns with the game's gameplay and aesthetic features

#### Lead Game Developer - Co-Creator

January 2021 – Current

*4NZ Games*

- Engineered a multilevel story based 2D procedurally generated platform game using Unity and external tools
- 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.

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### EDUCATION

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#### Sheridan College

September 2018-  
December 2021

*Oakville, Ontario*

- Advanced diploma in software development and network engineering

#### Relevant Coursework

3D Game Programming, Game Engineering Principles, Interactive User Design, Web Development/Programming, Capstone Prototype/Project, cloud computing

**GPA: 3.18**