

## Masamichi Junior Tsukada

Montreal, Quebec H3C0W7

<https://tsukadamas.github.io/>

Tsukada.m@hotmail.com (preferred)

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### COMPUTER SKILLS

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#### Languages

- Proficient in C#, Unity, HTML/CSS, JavaScript
- Familiar with SQL, C, C++, React, Python, Ruby on Rails

#### 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

May 2021 – January 2023

*ePlay Digital*

- Designed Unboxing feature in a mobile application that allowed users to experience a loot unboxing in an augmented or 3D space
- Produced a web platform that enables consumers to purchase virtual reality real estate for NFT purposes.
- created a feature that uses 3D map technology and user's GPS coordinates from external or internal data sources and allows users to visualize their movements in a mobile application

#### Game Tester – Freelance

April 2021 – February 2022

*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 – January 2022

*4NZ Games*

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

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#### Sheridan College

*Oakville, Ontario*

- Advanced diploma in software development and network engineering

September  
2018-December  
2021

#### Relevant Coursework

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

**GPA: 3.18**