

# Russell Paredes

## Student

Passionate and motivated game enthusiast seeking admission into the Game Development Diploma Program. Skilled in game design, programming, game mechanics, and level design, with a solid foundation in object-oriented programming. Strong problem-solving abilities and collaborative mindset. Committed to pushing the boundaries of interactive entertainment. Excellent communication skills. Ready to contribute to the program and shape the future of the gaming industry.

## Work Experience

### Beta Tester

DAQA

January 2023

- Acted as a beta tester for DAQA, actively participating in testing new games, functionalities, and improvements of the software.
- Provided valuable feedback and reported bugs to the development team, contributing to the overall quality and reliability of DAQA.

### Admin Ops Assistant

UPS

April 2022

- Showcased adaptability, quick learning, and strong leadership skills in successfully managing projects, embracing new concepts and technologies.
- Demonstrated exceptional organizational and time management abilities while handling multiple projects simultaneously, utilizing critical thinking to solve problems and gaining extensive knowledge in data entry, analysis, and reporting.

### Crewmember

McDonalds

November 2019 – August 2022

- Enhanced store organization and efficiency by organizing aisles and stocking shelves in assigned department.
- Ensured a knowledgeable and well-equipped staff by training new team members on procedures, customer service, and sales techniques.

## Volunteer Experience

### CyberPatriot Team Lead

Sisler Cyber Academy, Winnipeg

September 2016 – June 2019

Skilled in cybersecurity, problem-solving, collaboration, and committed to continuous learning, ensuring strong protection against potential risks and contributing to cybersecurity initiatives. 2nd place, Cybertitan II competition (2019).

### Basketball & Volleyball Captain

Sisler High School, Winnipeg

September 2015 – June 2019

Played a key role in the volleyball team, participating in various tournaments and competitions and demonstrating strong teamwork and sportsmanship.



## Programming Languages

Java, C++, Python, Prolog, R

## Game Engines

Unreal Engine, Unity, Scratch, Construct

## Hobbies

Board games, Gunpla Model Kits, Custom Keyboards, Video games, Trading card games, Basketball, Volleyball

## Languages

English, French, Tagalog

## Education

High School Diploma

Sisler High School, Winnipeg

September 2015 – June 2019

Computer Engineering  
(Unfinished)

University of Manitoba, Winnipeg

September 2019 – May 2023

Advanced Diploma in Game Design  
- Programming

Red River College Polytechnic,  
Winnipeg

September 2023 – May 2025

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