

EDUCATION

Honors Bachelor of Game Design

Sheridan College | 2017-2021

SKILLS

Programming

C#
HTML / CSS
VB.Net
Visual Scripting
HLSL
Excel Macros

Generalist

Level Design
UI Design
Sound Design
QA Playtesting

TOOLS

Unity Engine
Git & Source Tree
Excel
Unreal Engine
Shader Graph / Amplify
FMOD
Blender

EXPERIENCE

Technical Designer & Programmer

[Little Guy Games](#) | May 2021 – Current

Super Racer

- Began in early prototyping stages, released on PC standalone & Web GL, & continued with live updates.
- Assigned tasks from multiple technical areas in the game, including Gameplay design & development, Game mechanic development, Editor Tools, Ai racecar design, and shader development.
- Researched and developed database solutions for Live-Ops model, while working alongside web developers.

Little Bandits Reloaded (Unreleased)

- Designed and tuned character controller systems, such as melee & movement systems
- Developed AI movement systems and attack patterns
- Additional tasks in various game systems and mechanics

Unity Gameplay Programmer & Technical Designer

Immunize Canada | Jan 2021 – Apr 2021

- Hired on contract for the [CARD Game for Kids](#) web game, to create a small Web GL game in Unity with the purpose of educating children in tactics for overcoming their fears of vaccines.
- Fully designed and developed **multiple mini-games** within the app, while also assisting in the development of the **core game loop**.

Unity Gameplay Developer & Systems Designer

[SpaceCard](#) | May 2020 – Sept 2020

- Hired on contract for the [SpaceCard](#) IOS mobile VR app, to create an interior planning application with multiplayer capabilities
- Designed and programmed **core gameplay mechanics, & multiplayer systems** using Photon Networking

PROJECTS

Game Systems & Technical Designer

Summit | Sept 2020 - Apr 2021

- A Single-player Semi-Openworld Exploration Metroidvania.
- Implemented & designed **main game systems. UI Systems, and Shader development**
- Additional tasks in Sounds Design / Retrieval, and **puzzle design**

AI Designer & Tool Creator

[Switacharoo](#) | May 2019 – Aug 2019

- A Cooperative 2D Platforming Shooter.
- **Developed level creation tools** while designing and developing multiple **AI enemies**