Valen Munsil

Game Developer | Web Designer

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Portfolio: https://valenmunsil.github.io/Valen-Munsil-Online-Web-Portfolio/
GitHub: https://github.com/ValenMunsil

GAME DEVELOPMENT EXPERIENCE

Game Developer | Personal Project

Sentia-6 | Jan 2024 - Present

- Independently developed a puzzle game using Unity with 6 hours of gameplay in 4 months
- Designed UI/UX and programmed all core gameplay systems in C#
- Prototyped, tested, and refined puzzle mechanics through iterative playtesting
- Incorporated feedback from 60+ students across 3 classes to improve usability and engagement

Game Developer | School Project

Ships and Lasers| Sept 2023 – December 2024

- Designed and developed a feature-expanded Asteroids remake in Unity (C#) within a 4-month development cycle
- Used Git for version control and GitHub for project publishing, ensuring reliable version tracking and collaboration readiness
- Project was ranked #1 of the school year, earned a 100% grade, and received multiple game recognition awards
- Created original gameplay mechanics and enhancements to modernize a classic game while preserving engaging core gameplay

SELECT PROJECT EXPERIENCE

Solo AI Developer | Apple (Self-Directed Contract)

GILO AI | Sept 2024 – Dec 2025

- Developed an AI application over 3 months during final year of high school using Python and open-source APIs to understand new technology
- Designed full conversational functionality by merging speech to text and text to speech APIs along with my generative text model
- Continued development under contract with Apple, utilizing company-provided resources to expand technical skills
- Produced progress reports weekly, documenting learning outcomes, challenges, and milestones throughout the project and reported them to Apple representatives

TECHNICAL SKILLS

Languages

- C#
- Java
- Python
- C
- JavaScript
- HTML, CSS
- SQL

Tools

- Unity
- UE5
- Node.js
- Slack
- GitHub
- Git

Databases

- MySQL
- Firebase

GAME & SYSTEMS DEVELOPMENT

- Rapid prototyping
- Gameplay programming
- Systems programming
- Agile Methodology
- Game design
- UI / UX design
- Complex problem solving

EDUCATION

Computer Systems Technology Diploma

British Columbia Institute of Technology, Burnaby, BC

Sept 2025 - Present | GPA: 89%