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JUNIOR GAME DEVELOPER

Unity (C#) | Passion for Game Design & Development

Summary Of Skills

- Motivated Game Programming student with a passion for creating engaging, interactive experiences.
- Game Development: Unity, 2D Game Design, Gameplay Programming, Debugging & Testing
- Programming Languages: C#, Java, SQL, CSS, HTML and JavaScript
- Tools & Platforms: Visual Studio, Git/GitHub, MS Office, IntelliJ, VS Code, Blender
- Skilled in deductive reasoning and problem-solving, with strong work ethic

Education

Game – Programming (Co-Op) Advanced Diploma

Centennial College, Toronto, ON

Sep. 2024 – Present GPA:4.16/4.5

Relevant Courses:

Game Programming
Assets for Game Development

Game & Simulation Java Programming

C# Programming Web Development

Projects

Unity Game – Grappling Game

- Developed a game using C# and Unity which lets the player jump and swing through platforming challenges with a grappling hook, gaining coin along the way
- Tackled multiple aspects of development such as movement, start menu, music, coin tracker, and hazards

Client-side websites

- Designed multiple client-side websites with HTML, CSS and JavaScript. These websites included interactive elements and could redirect to other pages
- Handled the UI and style of the websites working with colour theory to make appealing designs

Experience

Retail Associate

Game Stop - Owen Sound, ON

Sep. 2022 - Apr. 2023

- Supported daily operations in a fast-paced retail environment, maintaining accuracy and efficiency under pressure
- Assisted team members to meet sales goals and maintain the store along with helping customers in product selection and trouble shooting
- Oversaw the open and close processes to ensure cash in the register matched receipts and totals, as well as
 ensuring the store was in proper order for the following day
- Helped to organize and stock shelves as well as update store layout adhering to the store design plan