A qr code on a white background

Description automatically generated**Portfolio**

**https://barkmanr.github.io/Barkmanr.GithubPortfolio/**

**Projects  
Unreal Galaga Group Project:** Recreation of the Galaga arcade game. I worked on the enemy ships, the background, and the player collisions. Demonstrates knowledge of Unreal’s engine and problem-solving skills with the collisions between ship and enemies

**SDLRPS:** Project using SDL library to create simulated Rock Paper Scissor game using own game engine using the State design pattern, sound and music within the rounds. Shows knowledge of Design Patterns and game engine

**Education**

**Sheridan College:** Honors Bachelor of Computer Science; Specialization in Game Engineering

GPA: 3.71 - Currently in Year 3

**Lorne Park High School:** 2 classes of C# programing

**Programing Languages**

**Strong:** C#, C++, C, XML/Maui, SQL, Python, UML, Html

**Others:** Java, JavaScript, Json, CSS, jQuery

**Coding Skills**

Debugging, GitHub, Bitbucket, file saving, pointers, problem solving, design patters

**Platforms**

Visual Studios, Unreal Engine, Visual Paradigm, Emu8086, OpenGL, SDL. Razor pages

**Map Making Hobby**

Using Fortnite creative and Minecraft, I create functional maps to play with friends on

-Mario Party and Minigame tower (Fortnite) - Demonstrates determination and commitment

**Relevant courses**

Game Tools, Computer Graphics and Anim, Gameplay Programming, [Database Modelling](javascript:submitAction_win0(document.win0,'CRSE_LINK$1');), Scripting & Web Languages, Mathematics for Computing, Statistics for Data Science, Programming Principles

**Work**

Battaglia’s Marketplace Garden Center / Boss: (416) 605-4932 / [2022]

McDonalds Kitchen / Boss: (647) 964-2211 / [2022-2024]

**Leadership skills**

In group assignments, I am comfortable with taking on a leadership role to ensure tasks get finished. I encourage group members to give input, and I connect members via a messaging platform.