

**Brent Perry**  
**Address**  
**Phone**  
**Victoria, BC**

[brentperry92@gmail.com](mailto:brentperry92@gmail.com)  
[www.brentperry.ca](http://www.brentperry.ca)  
[simmer.io/@brentperry](mailto:simmer.io/@brentperry)  
[github.com/brent-perry](https://github.com/brent-perry)

---

### **Technical Qualifications:**

**Languages:** Html5, Css, Javascript (3 years); Node.js and C# (2 years); Typescript (1 year)

**Databases:** MySQL, MongoDB, Oracle, phpMyAdmin and Sequel Pro

**Software Experience:** Mac, Windows, Unity, Visual Studio Code, Git, API

### **Education:**

#### **Pacific Design Academy**

*App and Web Development Diploma*

*Sept 2019 - June 2021*

#### **Belmont Secondary**

*Graduation 2010*

### **Previous Project Experience:**

**Game Name:** The Launchables

**Github:** [github.com/brent-perry/Animal-Launcher](https://github.com/brent-perry/Animal-Launcher)

**Game Link:** [simmer.io/@brentperry/the-launchables](mailto:simmer.io/@brentperry/the-launchables)

**Language:** C#

**Description:** The Launchables a 2D Puzzle, casual, strategy shooter genre game that I designed and developed myself. The player has an array of different sprites to choose from for unique experiences. Using line renderers to aim and launch the character in the direction desired the player attempts to take out all enemies with colliders to proceed to the next level with limited shots. Each level is locked until the previous level is completed. There are several UIs and GUIs utilizing the text mesh pro to maximize the player experience. Each scene has a very nice fade in and out by using a combination of animation curves and IEnumerator to load each scene.

**Game Name:** Clicky Click

**Github:** N/A

**Game Link:** [simmer.io/@brentperry/clicky-click](https://simmer.io/@brentperry/clicky-click)

**Language:** C#

**Description:** Clicky Click is a 2.5D arcade type game. The player clicks or taps the “good objects” and avoids the “bad objects” and goes for as long as they can to try to get as high of a score as they can. I created this game along side the Unity Junior Programmer course.

**Game Name:** VS Covid

**Github:** [github.com/brent-perry/VSCovid-Game](https://github.com/brent-perry/VSCovid-Game)

**Game Link:** N/A

**Language:** Javascript

**Description:** VS Covid is a 2D PVP shooter game. The players play as doctors trying to shoot the vaccine at the anti-vaxers. This was a group project I did with 3 other students while in school.

## Work Experience

***Warehouse Associate***  
*PetSmart, Victoria, BC*

*Aug 2019 - Present*

Stepped down from Assistant Store Manager to further my career in web and app development in a 2 year program

Assist Warehouse Manager with day to day managerial duties

Manage warehouse associates

Unload weekly orders

Completed monthly planner sale floor plans and floorpan resets

***Assistant Store Manager***  
*PetSmart, Victoria, BC*

*Jun 2017- Aug 2019*

Constructed a well organized schedule in a timely matter.

Conducted an accurate payroll.

Managed the team of associates and manager around the store.

Communicated key information to entire store frequently from corporate meetings.

Recruited and on-boarded all new employees.

Controlled store expenses while maintaining ideal budget.

***Warehouse Manager***  
*PetSmart, Victoria, BC*

*Oct 2012- Jun 2017*

Received weekly orders physically and through the inventory management system.

Used inventory management system to control inventory accuracy

Managed the team of warehouse associates.

Directed monthly planner sale and floorpan

Managed store floorpan resets

***Store Supervisor***  
*Dollar Giant, Victoria, BC*

*2006-2012*

Perform opening and closing procedures.

Stocking Shelves to maintain customer needs.

Scheduling breaks for all team members

**References available upon request**