

Objective:

Dedicated and ambitious game design student, alongside a level designer and scriptwriter, seeking an opportunity to deliver exponential experience.

Qualifications:

- Ability to stay calm under pressure and prioritize work flows
- Ambitious, performance driven and self-starter with hands-on experience
- Concrete knowledge of task management tools such as Jira, GitHub and Trello
- Excellent communication, interpersonal and organization skills
- Experience with software best suited for the video game industry and event-driven systems
- Knowledge and ability to do object-oriented programming and data structure
- Self-wiling to learn more and adaptable to new environments
- Two years of educational and working experience in Unity2D/3D and JavaScript game engines

Technical Skills:Design

- Game Design Documentation
- Level Design
- Play Testing
- Scripting and Debugging
- UML Diagrams

Software

- Github, SourceTree, Jira and Mercurial
- Autodesk Maya
- Adobe Photoshop and Fireworks
- MS Office

Scripting Languages

- C++ / C#
- HTML5 and CSS3
- JavaScript and Java
- XCode
- XML / INI / JSON

Engines

- Unity3D
- Android Studio
- MelonJS, Phaser, NodeJS
- Swift

Work Experience:

Yellow Bear Studios – Junior Programmer

October 2016 – February 2017

- Assist with group based projects and collaborate with group members and technical director
- Embrace feedback on personal tasks and practice continuous learning
- Getting daily and weekly tasks for a given project
- Participating in group scrum
- Solo and group based projects
- Worked in Unity3D and Phaser to create custom classes and code-driven mechanics for mobile apps and games

Freelance Experience:

Bruno & Boots - Prank Powerplay – Professional Project

2017

- Made in Phaser – HTML5 JavaScript Engine
- Two mini-games in one browser based game with leaderboards and in-game achievements
- Cannon Craze is a projectile launching game, the longer it bounces the more points you gain
- Scheming Schematics is a mix and match game, solve the puzzle before the time

Dusty Space – Solo Project

2016

- Made in Unity
- 2D two-player space shooter
- Random and infinite wave generation based on a random number generator
- Available on Google Play

Color Picker – Solo Unity Asset Project

Present

- Made in Unity3D
- An easy to use, plug-and-play asset that can be deployed in any working project as a model color customization feature
- Super clean easy to implement, read and edit code
- Minimal work required, add and tag the desired model in color assignment script

Loot Clicker – Solo Project

Present

- Made in Unity3D
- A mobile clicker game under development
- Open waves of loot boxes to earn loot ranging from low to highest rarity
- Upgrades and level progression for chances of getting better loot

Education:

Game Design & Development @ triOS College – Toronto, ON

2015 – 2017

- Video Game Theory
- Video Game Development Fundamentals and Technical Design
- Video Game Math and Physics
- Video Game Prototyping
- Introduction to C++
- Unity2D and 3D Game Development
- Level Design
- Video Game Sound
- 3D Modelling using Autodesk Maya
- DirectX 12