**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
* Currently working in Unity to make 2D and 3D games
* Excellent communication, interpersonal and organization skills
* Experience with software best suited for the video game industry
* Self-wiling to learn more and adaptable to new environments

**Technical Skills:**

|  |  |
| --- | --- |
| Design   * Game Design Documentation * Level Design * Play Testing * Scripting and Debugging * UML Diagrams | Software   * Adobe Photoshop and Fireworks * Autodesk Maya * MS Office 2013 * SketchUp 8 |
| Scripting Languages   * C++ / C# * HTML5 and CSS3 * JavaScript and Java * XCode | Engines   * Android Studio * MelonJS * Swift * Unity3D |

**Education:**

|  |  |
| --- | --- |
| Game Design & Development @ triOS College – Toronto, ON | *April 2015 – October 2016* |

|  |  |
| --- | --- |
| * 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 |

**Relevant Experience:**

|  |  |
| --- | --- |
| Yellow Bear Studios – Junior Programmer | *October 2016 – February 2017* |

|  |  |
| --- | --- |
| * Participating in group scrum * Getting daily and weekly tasks for a given project * Worked in Unity3D and PhaserJS | * Solo and group based projects * Assist with group based projects and coordinate with group members and technical director |

|  |  |
| --- | --- |
| Bruno & Boots - Prank Powerplay – Professional Project | *February 2017* |

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

|  |  |
| --- | --- |
| Dusty Space – Solo Project | *July 2016* |

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

**Work Experience:**

|  |  |
| --- | --- |
| Network Technical Assistance @ triOS College – Toronto, ON | *March 2016 – October 2016* |

* Assist students, professors and campus staff with technical issues
* Direct communication with campus HQ tech support to solve advanced problems
* On-site campus technical assistance for the triOS Tech Support HQ
* Troubleshooting devices such as, printers, computers, laptops, network switches and servers

**Volunteer Experience:**

|  |  |
| --- | --- |
| triOS Campus Booth Volunteer @ Fan Expo – Toronto, ON | *September 2016* |

* Coordinate with campus staff on enrolment follow-up procedures
* Display current projects and demos to the public
* Explain detailed course outline and experience with the campus and program
* Speak with people interested about the Video Game Design and Development and Video Game Technical Design courses