

# Personal Projects

---

## Ice Breakers

<https://ovd-messenger.herokuapp.com/>

- A simple, slightly gamified chat application, responsive to mobile devices!

**Team size:** 1

**Tech used:** Node.js, VS Code, Gimp, React.js, Bootstrap CSS, Heroku

## Doom Lagoon

<https://doomlagoon.herokuapp.com/>

- An MMO RPG built to learn server-authoritative architecture.
- Up to 3 players can drop into & out-of battles at any time!
- Allows for local storage or SQL game saving.

**Team size:** 1

**Tech used:** Node.js, VS Code, Gimp, JavaScript, Phaser.js, PostgreSQL, HTML, CSS, Heroku

## Tornadoom

<https://odinvondoom.herokuapp.com/>

- Built engine independently using WebGL.
- You are a cow-chuckin' tornado, putting an end to an alien cow-abduction.

**Team size:** 1

**Tech used:** WebGL, JavaScript, VS Code, Blender, Gimp, HTML, CSS, PHP, FileZilla, GitHub(Desktop), XAMPP

## Flippin' Out

<https://play.google.com/store/apps/details?id=com.SVR.FlippinOut>

- An infinite-runner with competitive multiplayer.
- Promo reel here: <https://youtu.be/qZxfv07rqfM>.
- Android version Includes achievements and leaderboards.

**Team size:** 4

**Tech used:** Unity, C#, Gimp, Piskel, Audacity, GitHub(Desktop), Google Play Services, PlayFab

## Deatabase

<https://deatabase.herokuapp.com>

- It's a social, debate-facilitation tool:
  - Wide range of permission options
  - Smooth transitions/animations
  - Social tools – follow, unfollow, block, bookmark, messaging etc.
  - Wide range of search tools:
    - Search users to connect with
    - Search debates by text or tags
    - The most popular debates are readily listed
  - Multiple debate map/overview options
  - Download debates as pdf

**Team size:** 1

**Tech used:** Node.js, VS Code, JavaScript, MongoDB, Robo 3T, HTML, CSS, GitHub(Desktop), Heroku

## Education

---

SEPT '12 – MAY '15

### **Game Programming / Humber College**

I graduated from this 3-year program with honours, and seized every opportunity to elevate my peers by way of: tutoring, note-taking for students with disabilities, volunteering for orientation programs, delivering campus tours, onboarding newly enrolled students, etc.

**Team size:** ~

**Tech used:** C#, C++, Java, SQL, Swift, AS3, OpenGL, OGRE, WebGL, HTML, CSS, JS, Python, PHP, Android Studio, Visual Studio, Flash, Blender, Gimp, Photoshop, TortoiseSVN, and much more...

## Professional Experience

---

JULY '20 – MAY '21

### **Lead Developer / SVR Automation Intelligence**

I took the reins on new projects: choosing the technology to use, setting up the project management system, preparing & presenting regular builds/updates, and leading day-to-day development.

**Team size:** 4

**Tech used:** Unity, C#, React-native, Node.js, Mongo Atlas, VS Code, Asana

JULY '19 – DEC '19

### **Game Programmer / Creative Game Technologies**

I used Unity 3D (remote repo ran through Azure DevOps) to build & maintain a collection of games, that were ultimately bundled into a single project/product for our customers.

**Team size:** 6+

**Tech used:** Unity, C#, Gimp, MS SQL Server Pro, TFS, Azure DevOps, Jira

OCT '15 – JULY '16

### **Accessibility Assistant / Ministry of Environment**

While converting PDF files to AODA compliant HTML files, I optimized my team's workflow by building and maintaining tools to track and record our progress.

**Team size:** 5+

**Tech used:** Dreamweaver, Google Sheets

MAY '13 – AUG '13

### **Web Developer / Axon Digital Arts**

Early in my education, I worked with a professor to build and style three new websites for the University of Toronto's postgraduate medical department, and use Adobe Flash and AS3 to repair a malfunctioning/outdated site for the same department.

**Team size:** 5

**Tech used:** Dreamweaver, Illustrator, Flash, AS3