Odin von Doom

307A – 730 St. Clarens Avenue, Toronto
647-459-9094 | Devinodin@gmail.com

Professional Experience

JUNE '21 – PRESENT

Game Engineer / Knowledgehook

I've developed a client-server architecture for a multiplayer action game, including dynamic entity/component creation & animations, dynamic texture/vfx creation, complex gameplay systems (combat, collisions, status effects, etc.), procedural map generation, and so on.

Team size: ~9-13
Tech used: Phaser, Typescript, Matter.js, WebGL, Azure DevOps

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

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...

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Personal Projects

Ice Breakers
https://ice-breakers.onrender.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://doom-lagoon.onrender.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://chargingsleipnir.github.io/Portfolio/games-tornadoom.html/
- 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.GVD.FlipnTables
- 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

Debatabase
https://debatabase.onrender.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