

Contact

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(Portfolio)
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Top Skills

Programmer (Java, Python, Lua, HTML)

Elijah Staley

Programmer (3+ Years) & Game Developer

Canada

Summary

I'm a game developer with over three years of self-driven programming experience across multiple languages and platforms. I started with Lua in the Source Engine, then expanded into Python, HTML, and Java as I took on larger and more complex projects.

Along the way, I developed various games in Python, built websites, mainly for multiplayer server hosts, and created a few games in Java inspired by cinematic choice-based games. Each project helped me grow stronger in gameplay systems, UI design, storytelling, and seeing projects through from start to finish.

Today, I focus on Roblox development using Lua. I am currently working on two projects, one with a full development team and another as a solo passion project. I am comfortable collaborating with others, taking feedback, and also owning features and systems independently.

I am actively looking for opportunities in the gaming industry where I can apply my skills, continue learning, and contribute to meaningful interactive experiences.

Experience

Self-employed

Programmer & Game Developer

September 2021 - Present (4 years 5 months)

Calgary, Alberta, Canada

Experienced in programming across multiple platforms and engines. Started with Lua in the Source Engine, later transitioned to Unreal Engine for a period, and now actively developing indie titles in Python and doing web design in HTML.

SCPF: Theta

Quality Assurance Tester
September 2025 - Present (5 months)
Calgary, Alberta, Canada

Recruited to the Quality Assurance Team at SCPF: Theta after direct contact with the Team Leader. My role involves participating in scheduled testing sessions, identifying and documenting bugs, and providing structured feedback to support ongoing development and improvement of the game.

Education

Mount Royal University
Computer Science · (2022 - 2025)