MICHAEL HAMMOND

GAMEPLAY PROGRAMMER

📍 **Waterloo, ON, Canada**
✉ **michael.hammond714@gmail.com**
📞 **1 (519) 505-6285**
➕ **Portfolio: https://gamnrd.github.io/**
in **www.linkedin.com/in/mike-i-hammond/**
○ **https://github.com/gamnrd**

PROJECTS

More projects and details available in my portfolio: **https://gamnrd.github.io/**

The Final WaveZ - Top Down Mobile Zombie Shooter
03/2022 - Present

Unity | C# | Mobile | Solo

The Final WaveZ is a top down zombie shooter built for mobile and PC. The player must face off against growing waves of zombies to survive as long as possible while collecting resources for their camp to purchase upgrades and grow stronger.

Gameplay Programmer

- Developed gameplay mechanics and implemented new features to enhance overall gameplay experience.
- Implemented a custom event system to ensure clear separation between broadcasters and listeners.
- Created a custom system for enemy spawners to improve gameplay mechanics.
- Designed and implemented a custom save system to record player progress, resources, and upgrades.
- Developed an AI state machine for zombies and bosses to improve their behavior.
- Optimized performance to maintain regular 60fps while still permitting higher graphics, lighting and particles.

VR Hospital Evacuation Simulation
02/2023 - 04/2023

Unity | C# | VR | Team

As part of the Augmented/Virtual Reality course at Conestoga College, participated in the creation of a VR hospital evacuation simulation. The client, Cambridge Memorial Hospital, commissioned us to develop a proof-of-concept VR simulation for fire evacuation scenarios.

VR Developer

- Developed the tasks for the training simulation, including designing and implementing various scenarios and challenges to enhance user learning and engagement.
- Developed a customized task tracker to efficiently record and monitor the progress of all tasks.
- Setup the interactions between the user and the world by defining and implementing user controls, object interactions, and environment dynamics.
- Created tutorial scene to provide users with a guided introduction to the simulation, ensuring a smooth onboarding experience and facilitating their understanding of key concepts.

EDUCATION

Software Engineering Technology | Specialization in Game Development
01/2020 - 04/2023

Conestoga College | Waterloo, ON | 3.66 GPA

Completed the Advanced Diploma in Software Engineering Technology from Conestoga College with a focus on Game Development in the final year. Key coursework included Game Design, Game Development, and AR/VR Development.

- Developed Windows, Web, Android, and VR games.
- Studied a wide range of programming languages including C, C++, C#, HTML, CSS, JS, Java, and Python.
- Utilized Unity, Unreal Engine, Visual Studio / VS Code, GIT, Blender, and Android Studio.
- Strong emphasis on Object-oriented Programming, data structures, and algorithms.
- Formed a strong background in mathematics and statistics.
- Implemented Agile and Scrum methodologies in collaborative team projects.

SUMMARY

Skilled Gameplay Programmer, looking to leverage my college education and lifelong self-taught expertise to contribute to a career in Game Development. Dedicated and detail-oriented individual with over 13 years of experience in programming and developing games.

SOFT SKILLS

• Attention to Detail • Problem Solving • Creativity • Eager to Learn • Adaptable • Teamwork • Communication • Time Management • Leadership •

TECHNICAL SKILLS

PROGRAMMING LANGUAGES: C/C++, C#, Python, Java, JavaScript, HTML, CSS, TypeScript, PHP, Ruby, Node.js, SQL, Assembly, MATLAB

SOFTWARE: Unity 3D, Unreal Engine, Visual Studio, Android Studio, PyCharm, Blender, Photoshop, Audacity

CODING: Object-oriented programming, Data structures, Algorithms, Code Optimization, Debugging.

UNITY: Experience with, OpenXR, XR Interaction Toolkit, Animation, Netcode, Post Processing, Particles, AI Navigation, 2D/3D Games, Developed for PC, Mobile, VR and WebGL.

CERTIFICATIONS

Electronic Arts | Software Engineering Virtual Experience Program

Forage | 07/2023

OTHER WORK EXPERIENCE

Front-End Department Manager

03/2018 - 11/2022

Loblaws | Waterloo, ON

Managed a department of 50+ employees including cashiers, service clerks, self scan, customer service, and PC express. Created schedules, ordered products and supplies, regular communication with upper management and the other departments, event planning.

- **Leadership** - Prioritized and maintained high morale and performance of team members. Provided staff with opportunities for professional growth into new roles in the department. Ensured team members felt valued, productive, and consistently motivated.
- **Communication** - Implemented new systems to keep all staff updated on changes and upcoming events/promotions. Regularly checked in with staff to gather feedback on what is working, what is not, and identify areas for improvement.

Front-End Supervisor

04/2013 - 03/2018

Loblaws | Waterloo, ON

Supervised cashiers, balanced cash registers, oversaw store closing, trained new cashiers, service clerks and supervisors, performed overrides.

- **Time Management** - Created a daily routine to get all tasks done in a timely manner that was adapted by all other supervisors by splitting the job of balancing tills at the end of the day into smaller waves of balancing throughout the day, allowing more time to work on other tasks. Created a web app to assist with counting lotto.
- **Problem Solving** - Successfully resolved customer concerns by providing effective solutions. Fixed technical problems on the various hardware used in the department.

Cashier

11/2008 - 04/2013

Loblaws | Waterloo, ON

- **Eager to Learn** - Actively sought opportunities to learn by taking on various roles within the store during idle periods. Quickly learned other roles within the front-end department such as self scan, customer service clerk, and pc express order picker. Expanded my knowledge and skills by learning roles in the bakery, photolab, grocery, and night crew.

ONLINE COURSES

ZENVA CURRICULUMS:

- Unity Game Development Mini-Degree
- Unity Associate Game Developer Certification Pathway
- Virtual Reality Mini-Degree
- Unreal Game Development Mini-Degree
- Python Mini-Degree
- C++ Programming Academy