

Grant MacMillan

grantmacmillan.ca | github.com/grantmacmillan | linkedin.com/in/grantmacmillan/
+1-647-456-9232 | grant.macmillan94@gmail.com

WORK EXPERIENCE

Front-end Developer

08/2023 to present

Digital Lift Consulting

- Specialized in developing highly responsive, user-friendly websites using React.
- Leveraged React Native to create responsive cross-platform mobile applications.
- Ensured seamless integration of front-end components with backend services.
- Conducted rigorous software testing, identifying and resolving issues to ensure optimal functionality and user experience.
- Led the creative vision for user interface design and color scheme selection across several websites

EDUCATION

Advanced Diploma of Game Programming, with Honours

04/2023

Centennial College

- 1st place winner of the 2023 Marion Surgical Hackathon.

SKILLS

Tools & Frameworks: React, React Native, Unity, Unreal Engine, Git, Blender, Photoshop.

Languages: C#, Javascript, HTML, CSS, Java, Python.

PROJECT EXPERIENCE

Served Up - Programming Lead

04/2023

C# / Unity 3D

- 3D saloon management game.
- Implemented Customer pathfinding algorithm to ensure customers maneuvered the saloon as expected.
- In charge of customer pathfinding, customer spawning, drink combinations and UI.
- Contributed to ordering systems, and customer queue systems.
- Implemented full animations to customers including walk, sit, stand, and drinking.

Origins' Fall - Programming Lead

12/2021

C# / Unity 2D

- 2D Vertical Side Scroller.
- Contributed heavily to enemy movement, damage systems, and level design.
- Implemented levels that gradually become more difficult for the player, while also introducing the player to new mechanics and obstacles.
- Implemented UI elements, sound effects, and audio.

DO-EDU - Project Manager - Programming Lead

12/2022

Java / Android Studio

- Mobile application for academic planning.
- Implemented task board functionality, consisting of adding and editing tasks.
- Designed and implemented user interface, and color scheme.
- Led a team of eight members and filed weekly progress reports.

Sneak - Level Designer - Programming Lead

12/2022

C# / Unity 3D

- 3D First Person Shooter, made with Unity URP and the new Unity input system.
- Led development of enemy AI, level design, lighting, and objective system.
- Implemented enemy state machine for Idle, Wandering, Chasing, and Attacking states.
- Contributed to user interface design, art, sound and animation.