Grant MacMillan

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WORK EXPERIENCE

Front-end Developer   08/2023 to present
Digital Lift Consulting
- 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.

EDUCATION

Advanced Diploma of Game Programming, with Honours   04/2023
Centennial College
- 1st place winner of the 2023 Marion Surgical Hackathon.

SKILLS

Tools: Unity, Unreal Engine, Git, Blender, Photoshop, MongoDB.

Languages: C#, Javascript, React, HTML, C++, Python, Linux, SQL.

PROJECT EXPERIENCE

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.

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.

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.

DO-EDU - *Project Manager - Programming Lead*   *12/2022*
Javascript / 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.