Gregory Molot

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Education:

Algonquin College | Ottawa, ON   2022-2025

- Ontario College Advanced Diploma in Game Development with Honours, Programming Stream
- 93% average, Dean's Honour List
- Game Design Foundations, Scriptwriting, Interface Design, Game and Graphics Programming I-III, Game Assets I-III, Game Algorithms, Cinematics, High-level Development I&II, Advanced Game Programming.

Carleton University | Ottawa, ON   2017-2018

- First Year Computer Systems Engineering
- Coursework included: Advanced Calculus, Python & C++, Intro to Software Development, Foundations of Imperative Programming.

Skills and Tools:

- 2 years of Unity Development experience, focusing on scripting, Game Systems, AI/NPCs, and collaboration.
- 2 years of Unreal Engine experience, focusing on controllers and movement.
- 3 years of C++ and C# coding experience with Visual Studios.
- Use of GitHub for version control, maintaining branches, merging, and resolving conflicts within a large project.
- Used Jira for project management, collaboration, organization, and sprint creation for remote work.
- Use of 3DS Max for creating complex models and animations.
- Proficient use of the Adobe Suite, specifically Illustrator, Photoshop, and Premiere Pro.

Major Projects:

Game Off Jam 2025 *| Noir*

- A solo game jam project where I created a full game with Unity in a month based off of the theme "waves".
- Created a custom dynamic controller and camera manager to swap input maps and camera angles with a simple click.
- Utilized Unity's Universal Render Pipeline render passes and shaders to create visually engaging effects and art styles.
- Modelled and animated all assets in Blender.

Falling Blocks Jam 2025 | Tower of Azeroth

- A solo game jam project where I created a full game in a week.
- Implemented a custom grid system that turns a 2D tetris-like game into a 3-D dungeon crawler.
- Created a custom shop and powerup system with upgrade tiers that enables the player to buy and upgrade various pickups and the frequency of them.

Capstone Project | Postal Apocalypse

- Created and implemented UML diagrams, to effectively record and communicate new feature implementations.
- Selected as the Programming Contact to navigate interpersonal conflicts and be a liaison between the programmers, artists, and designers.
- Implemented custom behavior trees, a blackboard system, and a custom dialogue and tutorial system.

Final Project Development II | Engine Build

- Developed a custom game engine built on GLSL and C++, including custom lighting, shaders, and render pipeline.
- Implemented multiple physics engines; Box2D, and Guerilla Games' Jolt Physics Engine.
- Implemented ECS architecture, scene management as well as used ImGui for scene and resource management.

Work Experience:

Agriculture and Agri-Food Canada: *Administrative Support Officer*   Feb. 2024 – Current

- Demonstrated adaptability by quickly mastering new software applications for various tasks.
- Created presentations and graphs to effectively communicate ideas and numbers.
- Increased efficiency by implementing new processes and providing administrative support to management.
- Assisted with human resources tasks such as updating employee files or implementing performance pay.

Journeys: *Assistant Manager*   Oct. 2021 – May 2022

- Coached employees and trained on methods for handling various aspects of sales, complicated issues, and difficult customers.
- Collaborated with the store manager to analyze sales data, and develop strategies.
- Aided managers across the province in issues with the sales and onboarding systems.