

profile

My area of study is in the application of both design and technology under the same context. My Interactive Arts major gives me **design skills** and my Computing Science minor gives me the **ability to implement ideas**. I am interested in **video game production, programming, and graphic design**.

mobile development

mobile app developer

Loud Crow Interactive Inc. (2013)
Interactive story app developers

roles

- Communicated with designers to **develop and program** new types of interactions.
- Made use of Git to handle **version control** in the project.
- Prepared and redrew assets for designers to use.
- Developed new tools for the use of other designers.

outcomes

- Gained familiarity with how to make use of Flash as a tool for developing apps.
- Gained strong familiarity with JavaScript.
- Shipped the **Busytown Mysteries** app

mobile game designer

Tugboat Interactive (2013)
Independent mobile game developers

roles

- Developed unique game mechanics** after researching other games to gain a better understanding of what is currently successful on the Android market.
- Created multiple documents outlining the **functional specification** of the game.
- Created **prototypes** using Flash to demonstrate a proof of concept.
- Built fully animated **sprite sheets** for graphical elements

outcomes

- Learned how to feasibly approach the design of games from the **pre-production** phase
- Gained a better idea as to how to **communicate a concept** using visual aids and text descriptions.

education

simon fraser university

Bachelor of Science
2010 to present

major: Interactive Arts
& Technology

minor: Computing Science

technical skills

languages

- HTML5 & CSS3
- JavaScript
- Java
- ActionScript 3
- C
- C++
- Python

version control

- Git
- SVN

software

- Photoshop
- Illustrator
- Flash
- Gamemaker

mobile development

game designer; graphic/ui designer

Siege of the Towers (2014) Team of three

A way-finding application prototype that uses tower defense game mechanics.

roles

- Helped generate the **concept** and **mechanics** behind the idea
- Refined the **user interaction** and the graphics using Photoshop & Illustrator
- Compiled the prototype using **Flash** and added final polish
- Spent one month working on the project

outcomes

- Applauded for having a unique approach to the project
- Gained better understanding of how the design of an application can greatly affect the user experience

interactive projects

actionscript programmer; ui designer; writer

The Inventor's Cup (2012) Team of four

An interactive branching narrative where history's greatest inventors compete.

roles

- Solely responsible for **designing & coding the program** using **Actionscript 3**.
- Created a system to parse the dialogue and conditional choices from **XML files**.
- Wrote a large portion of the dialogue & ensured the story played well for a user.
- Designed the user interface and worked on **refining user interaction**.

outcomes

- Learned how to use Actionscript 3 and XML files
- Gained insight on what works** and what does not work when providing users with interactive content.

interests

- Mobile gaming (ie. Tiny Death Star)
- Board gaming (ie. King of Tokyo)
- PC gaming, usually MMORPGs
- Collecting cool hats
- Knitting like a boss (not really)

achievements

Standard Broadcasting Corporation Limited Scholarship (2012 & 2013)

Scholarship received for academic excellence in the School of Interactive Arts & Technology.

Dean's Scholarship for Faculty of Communication, Art, & Technology (2010)

Entrance scholarship received for academic excellence coming into the faculty

Top Programming 11 & 12 Student (2008 - 2009)

Awarded for achieving the highest results in the class