Jason Chau

Accountable and self-modivated leader, driven to get results.

---

416 803 6723   **jason.chau013@hotmail.com**

KEY SKILLS, STRENGTHS & ACCOMPLISHMENTS

- **Highly efficient,** effective, results and challenge-driven leader
- **Acknowledged** for excellent adaptability
- **Visionary** and strategic thinker, passionate and task oriented; consistently exceeds expectations
- **Results-driven** developer and coordinator with a proven record of delivering expected results
- **Analytical** thinker; processes all information to reach a solution
- **Thrives** on a challenge, works effectively with all people

Tools & Software Proficiency: Visual Studios, Unity, Git, Jira, OpenGL
Proficiencies: C++, C#, Java, HTML, CSS, Javascript

WORK EXPERIENCE

Game Developer   **2016 – Present**

- **Designed** game mechanics, levels, characters, user interface, and music for games
- **Implemented** Object Oriented Programming, Abstract Data Types, Design Patterns, Game Systems, and Game Engine Components to games
- **Created** 2D, and 3D Platforming and Fighting Games on PC in C++ and Unity

Projects

Chem Lab Simulator
- Developed the base foundation of a chem lab simulator game in unity, in collaboration with ASquaredQualityTraining

Culinary Conquest

- 2D Platformer game developed in C++ using Visual Studio and a custom-made graphics library built upon OpenGL called SpriteLib. First ever game created. Utilized programming techniques such as inheritance, and polymorphism. Was main programmer.

Pyroboy

- 3D top down survival game, where you fight against invading aliens to protect life on Earth. Developed in C++ using Visual Studio. Utilized OpenGL as a graphics library and implemented computer graphics techniques. As well as utilized data structures such as stacks, queues, link pointers, etc. Main programmer.

Cross Load

- 3D capture the flag type game, with flashy graphics, dashes, jumps, wall jumps, and lots of other movement mechanics. Developed in Unity in C#.

Taco Boat

- 3D fighting game developed in Unity using C#. Utilized game programming patterns such as Command Pattern, and Observer Pattern. Also implemented basic networking. Secondary programmer

Oculus VR

- 3-day project in Unity using the Oculus Rift to develop a game for Game Jam.

Tire Changing VR Sim

- Project created in Unity utilizing the HTC Vive to create a serious, educational simulator in VR with the goal of educating people on the process of changing a car tire in an emergency

Ubisoft Nxt 2019
- Entered the Ubisoft Nxt 2019 competition for programming and animation.

Game Lab Support, OnTechU   2018 – 2019

- **Verified** and checked the condition of all the hardware in the Game Lab
- **Monitored** the use of certain equipment, and oversaw the entire lab
- **Tracked** quality of equipment, and **handled** equipment sign-outs

Brand Ambassador, Ace World Foundation   2019 – Present

- **Applied** marketing strategies to increase overall brand exposure for partnered companies
- **Utilized** social media marketing techniques to build awareness for established brands
- **Effectively** communicated with customers and clients
- **Identified** my own unique strengths that I bring forth to the table in all areas of life

EDUCATION AND CREDENTIALS

Ontario Tech University   2016 – 2021

- Bachelor of **Information Technology**. Specialized in **Game Programming**.

REFERENCES

Available Upon Request