**Jason Chau**

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

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**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 ofequipment, 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**