

Summary of Qualifications

- Passion for game development indicated by developing *Planet B* and placing 1st place among 30+ competitors
- Deep knowledge of game development using C/C++ and OpenGL shown by creating *Tank Game Engine*
- Effective collaboration skills demonstrated by working with cross functional team to develop *Atlist*
- Strong communication skills displayed by presenting several projects to stakeholders at Techcom
- Outstanding ability to learn and apply concepts as shown by academic achievements

Technical Projects

Planet B

Jan. 2020 – May 2020

- Game placed 1st among 30+ competitors in Game Development Fundamentals course
- Independently developed a UE4+ story-driven 3D sci-fi shooter game under 4 months
- Leverage Blueprints and C++ to implement AI combat actors, projectiles, health, and save states
- Implement complex state machine logic for smooth and robust character animations
- Develop dynamic heads-up display for player health, inventory, and ammunition

Tank Game Engine

Sep. 2020 - Dec. 2020

- Applied knowledge of C++ and OpenGL to construct a fully customizable game engine
- Leveraged object-oriented expertise to create a framework for creating multi-object actors
- Implemented actor artificial intelligence for tracking enemies and players
- Implemented collision algorithms for enemy, player, and projectile contact feedback

Work Experience

Software Developer, Techcom

May 2021 – Sept 2021

- Full stack developed database management system with Linux, Apache, MySQL, and PHP (LAMP)
- Grasped LAMP tech stack in under 1 month with no prior experience
- Developed algorithms to dynamically process raw data and reveal table relationships (star schema)
- Collaborated with a team of software developers to provide design and code feedback
- Presented projects and explained code/algorithms to technical and non-technical stakeholders

Full Stack Developer, Seneca College, Atlist

May 2019 – May 2020

- Full stack development of web app database, user authentication, and UI/UX
- Acquired skills in multiple technologies in 1 month (React, Node, and Firebase)
- Collaborated with two other developers to plan, implement, and conduct code reviews
- Communicated with team and SCRUM master to fulfill Agile sprints under tight deadlines
- Deployed production level web app receiving a flawless grade evaluation from SCRUM master/professor

Education

Bachelor of Technology – Software Development

Jan. 2018 – Dec. 2021

Seneca College

- Program GPA: 3.6/4.0 | President's Honours List | Bachelor of Technology Scholarship

Relevant Courses

Game Development Fundamentals (UE4+)	A+	Jan. 2021 – May 2021
Game Engine Foundations (C++)	A	Sep. 2020 – Dec. 2020
Game Content Creation (3ds Max)	A+	May 2020 – Aug. 2020
Mobile App Development-Android	A	Jan. 2020 – Apr. 2020

Technical Skills

Programming Languages	C++, C, C#, Java, JavaScript, TypeScript, Python
Game Stack	Unreal Engine 4+, Unity, OpenGL
Tools	Git, GitHub, Photoshop, Autodesk 3ds Max, Blender