

# **Marissa R. Rowles-Stewart**

## **Game Developer**

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## **Education**

### **Advanced Diploma with Honours** in Game Development Programming,

4.23 GPA

Red River College Polytechnic, Winnipeg, Manitoba, April 2024

- Collaborated with a diverse team of 15 developers in the conceptualization and creation of a multiplayer fighting video game in Unreal Engine, delivering a high-quality experience in just 4 months of development.
- Engineered an elaborate user-interface extension in Unreal Engine, allowing input controllers to seamlessly interact with user-interface.
- Produced user-interface based dialogue machine with opportunities for choices and visual novel style sprites.
- Evaluated user feedback from multiple public user-tests and developed tailored software solutions to address user needs.
- Developed a Virtual Reality Gesture system in Unreal Engine, which uses the position of the headset compared to the controllers to determine the action being executed.
- Adapted to strict time constraints by managing a tiered to-do list with levels of priority, forcing teammates to focus on the important tasks first.

### **High School Diploma**

Collège Sturgeon Heights Collegiate, Winnipeg, Manitoba, June 2022

- Succeeded in recreating the classic minesweeper game using techniques like object-oriented programming.
- Participated in the International Baccalaureate Diploma Programme for high level computer science.
- Coded a functional recipe book application with pre-coded recipes and user implemented recipes.
- Created and directed student films for a media production course.

### **Technology Education Diploma Specializing in Graphic Arts**

Collège Sturgeon Heights Collegiate, Winnipeg, Manitoba, June 2022

- Created mock-up designs for both assignments and simulated clients, notably designing posters advertising Collège Sturgeon Heights Collegiate's trade courses.
- Designed magazines and posters for simulated events, such as concerts.

### **Class 5 Drivers Licence**

Winkler, Manitoba, February 2025

## **Work Experience**

### **Administrative Secretary**

Southern Health-Santé Sud, Manitou, Manitoba, January 2025 – Present

- Oversaw student placements of over 35 sites as the regions sole receiving coordinator.
- Maintained professional relationships with multiple post-secondary institutions throughout Canada.
- Utilized HSPnet database software to coordinate upwards of 500 student practicums.
- Managed a high volume of documents being sent between placement coordinators and destination coordinators.
- Collected and filed confidential documents sent by clients, required for student practicums, into a large database.
- Overhauled the student placement tracking spreadsheet to improve readability at a glance.

### **Co-Op Programmer**

Complex Games Inc. Winnipeg, Manitoba, April 2023 – July 2023

- Participated in an agile based work environment utilizing sprints and scrum to complete the project in sections.
- Succeeded in creating a Unity3D based first person shooter, including pickups and ai based enemies.
- Integrated queue-based object pooling into frequently used assets, resulting in a 60% performance increase.
- Implemented common optimization techniques such as caching and batching, resulting in a 25% performance increase.
- Utilized ECS principals allowing for multiple layers of health to be added and removed from players smoothly, caching the components into a separate manager that reads off the highest priority health component.

## **Honors and Awards**

- Skilled Trades & Technology Award of Achievement 2020
- Awarded Moe Kowalson Optimist Club of Assiniboia Volunteer Scholarship Award, 2020 & 2021
- Honour Roll Student from 2016-2024

## Skills

I am fluent in:

- C++ (2 Years)
- C# (1 Year)
- Java (3 years)

I have experience using:

- Unreal Engine 5 (2 Years)
- Unity3D (1 Year)
- Perforce (2 Years)
- Github (3 Years)
- Trello (2 Years)
- Figma (1 Year)
- Blender (2 Years)
- Adobe Suite (4 Years)
- Office Suite (2 Years)

I understand and can work in these business and coding principles:

- Agile Frameworks
- MVC (Model View Controller)
- ECS (Entity Component System)
- SOLID principal

I am skilled in:

- User interface development and layout
- Performance analysis
- Critical thinking
- Creativity in design
- Project planning
- Adaptability and ability to learn new technologies

## Languages

English – Native

## Personal Interests:

**Cinematography:** Created a collection of student films during grade school.

**Digital Media Design:** Experimenting with all forms of digital media to find new interests and techniques.

**Video Games:** Use video games to fuel my inspiration with genres like virtual reality, roleplaying, and sandbox.

## References

### Kyle Geske

Instructor, Game Development - Programming

Red River College Polytechnic

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### Lawrence Wachs

Teacher, Computer Science

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### Derek Baert

Classmate

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