

► SUMMARY

I'm a developer of games and full-stack web applications who believes the marriage of code, art, and music can create beautiful things. Excited to learn new technologies and coding techniques and also teaching others the same, I strive to exercise my creativity regularly, be it code, art, or music.

► SKILLS

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|--------------------------------------|--|
| LANGUAGES | HTML, CSS, Javascript, ES6, GML, SQL, C++, Ruby |
| TECHNOLOGIES & FRAMEWORKS | Node.js, express, React, Phaser 3, Pixi.js, Babel, jQuery, Electron, webpack, Mocha, Sass, Bootstrap, Material-UI, mongoDB, Redis, MySQL, PostgreSQL, Amazon S3, Heroku, Travis CI, git, APIs, GameMaker Studio 2, Steamworks, FMOD Studio, Github |
| MULTIMEDIA | Photoshop, Adobe Illustrator, Premiere Pro, Pixel Art, Music Composition |

► PROJECTS

[Sync Timer](#)

An online stopwatch microservice developed with express.js and Socket.io. Multiple users or parties can create and observe a common timer on multiple devices.

[GIFcentration](#)

A Concentration game where players match pairs of GIFs related to a topic of their choice. Powered by Giphy and the MERN stack.

[Fractured Flicks](#)

An animated jigsaw puzzle web game made with Pixi.js and powered by Amazon S3. Ranked 3rd place out of 109 entries in *Finally Finish Something Jam 2018*.

[FMODGMS](#)

A GameMaker: Studio 1.4 and GameMaker Studio 2 extension that provides GML bindings to the FMOD Studio low-level API.

[Worker #11812](#)

A point-and-drag Phaser 3 web game inspired by the "paternoster machine" from the 1927 film Metropolis by Fritz Lang.

[GML Script Wizard](#)

A React app that helps GameMaker: Studio developers generate GML script headers just by filling in a few fields.

► EMPLOYMENT

Apr. 2018 to Nov.
2018

University of Toronto School of Continuing Studies ·
[Assistant Instructor](#) · Toronto, ON

- Provided learning support to a class of 25 students in a web development bootcamp.
- Helped students to familiarize themselves with the latest front- and back-end web technologies.
- Handled a large assignment evaluation backlog when first assigned to the position. Worked with other instructors to assure students that their grades would be available in a timely manner.
- Provided regular feedback and mentorship to student group projects to ensure their success.

Oct. 2016 to Apr.
2017

Giant Fox Studios · [Freelance Game Programmer](#) · Remote

- Developed, tested, and shipped Luke Sidewalker, taking the game from prototype to release on Steam, iOS, and Android.
- Completed and polished prototype features; ported old Game Maker 8 codebase to GameMaker: Studio 1.4 for multiplatform distribution (desktop and mobile).
- Added new features: additional levels and characters, UI/UX, and leaderboards and achievements (via Steamworks SDK, iOS Game Center, and Google Play).

Jan. 2013 to July
2017

Quadolor Games · [Independent Game Developer](#)

- Developed, tested, and published various games and development tools for Windows, macOS, Linux, HTML5, and Android.
- Designed, developed and tested games and tools in GameMaker: Studio 1.4.
- Created pixel and vector art assets and composed background music and sound effects with various tools.
- Promoted games via multimedia posts on social media.

► EDUCATION

Lighthouse Labs

Diploma of Web Development

University of Ontario Institute of Technology

MSc Computer Science - Digital Media

BIT Game Development and Entrepreneurship

Seneca College

Recognition of Achievement Japanese Language Skills

► CERTIFICATIONS

Japanese-Language Proficiency Test · Level 4 (N5)