

► SKILLS

LANGUAGES	Javascript (ES6+), SQL, HTML5, CSS3, GML
TECHNOLOGIES & FRAMEWORKS	Node.js, express, React, Phaser CE, Pixi.js, Babel, Electron, webpack, Gulp, Mocha, Jest, Sass, Bootstrap, Material-UI, mongoDB, MySQL, Amazon S3, Heroku, Travis CI, Github, Gitlab, APIs, Jira, Facebook Instant Games, deltaDNA, GameMaker, Confluence
MULTIMEDIA	Photoshop, TexturePacker, Adobe Illustrator, Premiere Pro, Pixel Art, Music Composition

► PROJECTS

[Match 3 Garden](#)

A free-to-play narrative match-3 puzzle game on Facebook by Softgames. Features a story about a young woman who is trying to save and restore her dilapidated childhood home. Players complete levels in order to restore and decorate a large garden and mansion. Other features include daily challenge and missions, and a weekly event where player compete on a leaderboard to earn rewards.

[Cookie Land](#)

A free-to-play match-3 puzzle game on Facebook by Softgames. Players complete levels and compete with friends to see who can reach the highest level, with new levels updated every week. Other features include daily challenge, a weekly Treasure Hunt events, and seasonal events where player can earn rewards.

[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*.

► EMPLOYMENT

Aug. 2019 to Feb.
2023

SOFTGAMES Canada · [Javascript Game Developer](#) ·
Toronto, Ontario, Canada

- Developed and maintained five different match-3 puzzle games, including Match 3 Garden and Cookie Land, played by tens of thousands of users on Facebook. Features responsible include new game mechanics, UI, Facebook API integration, leaderboards, analytics, and performance improvements.
- Created tools and workflows to aid producers, developers, artists, QA, and data analysts with development process. Projects include level editors, level update workflow, particle editor, and scripts and web apps for managing analytic schemas on DeltaDNA, player data, and internal game data.

May 2019 to Nov.
2019

WKND Inc. · [Frontend Web Developer](#) · Toronto, Ontario, Canada

- Implemented front-end user interfaces with back-end integration according to designs on different apps using React and React Native.
- Created templates for transactional emails to users.

Apr. 2018 to Nov.
2018

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

- Provided learning support and mentorship to a class of 25 students in a web development bootcamp, helping them learn the latest full-stack web technologies and best practices, including React, MongoDB, Express, and MySQL.
- 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 code reviews and mentorship to student group projects, inspiring them to succeed and produce high-quality code.

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).

► EDUCATION

Lighthouse Labs
Diploma of Web Development

Ontario Tech University (formerly UOIT)
MSc Computer Science - Digital Media
BIT Game Development and Entrepreneurship