

► SUMMARY

I'm a developer of games and 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

LANGUAGES	HTML, CSS, Javascript, ES6, GML, SQL, C++, Ruby
TECHNOLOGIES	Node.js, express, React, Redux, Phaser 3, Pixi.js, Socket.io, Babel, jQuery, Electron, webpack, Browserify, Gulp, Mocha, Chai, Sinon, ESLint, Puppeteer, Sass, Bootstrap, Material-UI, mongoDB, Redis, MySQL, PostgreSQL, Amazon S3, git, GameMaker Studio 2, Steamworks, FMOD Studio
MULTIMEDIA	Photoshop, Adobe Illustrator, Premiere Pro, Pixel Art, Music Composition

► PROJECTS

[Sync Timer](#)

An online stopwatch microservice where multiple of users or parties can create and observe a common timer on multiple devices.

[GIFcentration](#)

Concentration (pairs-matching) game powered by Giphy and the MERN stack.

[Fractured Flicks](#)

A jigsaw puzzle-like web game where you put pieces of a video back together. Ranked 3rd place 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 tool that will help users generate and modify GML script headers just be filling in a few fields.

► EMPLOYMENT

Apr. 2018 to Nov.
2018

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

- Provided support to and evaluated the progress of a class of 25 students in a web development bootcamp.
- Helped students to learn and familiarize themselves with the latest front- and back-end web technologies.
- 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

- Helped shipped Luke Sidewalker, taking the game from prototype to release on Steam, iOS, and Android.
- Finished and polished prototype features; ported old Game Maker 8 codebase to GameMaker: Studio 1.4.
- 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

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)