


Gavin Van Hussen


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 Vancouver, BC

EXPERIENCE

Vancouver Film School

Diploma in **Programming for Games, Web and Mobile**

(Jan 2023 - Dec 2023)

Scripting/Programming

Extended experience with C#, C++, Swift, and JavaScript

Intermediate experience with Python, Java, and Lua

Engine and Software

Unreal Engine 4 and 5, Unity Engine, Adobe Creative Suite, Figma, and Autodesk Maya.

Soft Skills

- Committed to learning and teaching new skills and softwares; adaptable.
- Experienced and self-sufficient in time management.
- Self-motivated, tries to find value and personal appeal in every project.

ADDITIONAL PROJECTS

Site Maintenance and Graphic Design / Onism 222

Nov 2022 – Present

- Designed the site for the clothing brand Onism222.
- Made several of the designs sold on the site, as well as collaborating with other graphic designers.

PAST WORK

Programmer and UI/UX Designer / Vancouver Film School Student Project / Neon Express

July 2023 - Nov 2023 | Vancouver, BC | Unreal Engine 4

3rd-Person Fast-Paced Parkour Game

- Programmed in a team of six, with three additional audio and animation collaborators.
- Implemented movement mechanics such as wall-running, sliding, and mantling, coded to work with physics interactions from high-speed trains.
- Designed and implemented UI and shaders, iterating using feedback from team members, playtesters, and mentors.

Programmer and UI/UX Designer / GoonCorp Inc. / Gem Defender

Aug 2023 – Oct 2023 | Vancouver, BC | Unity Engine

2D Comedic Shoot 'Em Up Survival Game

- Programmed in a team of 2 for a commercial product selling over 1,000 copies in its first week on Steam.
- Managed the scope and schedule, making sure time was managed well and spent effectively.
- Programmed UI, enemy and boss AI, weapons, upgrades, and an object-pooling bullet system, built for ease of use when level designing.
- Additionally programmed achievements using the Steam API and Rich Presence using the Discord API.

Programmer and UI/UX Designer / Vancouver Film School Student Project / RoboStrike 3.0

March 2023 - June 2023 | Vancouver, BC | Unity Engine (HDRP)

3D Isometric Shooter With Body-Swapping Mechanics

- Programmed in a team of 5.
- Coded enemy possession system, shaders, adaptive aiming system, UI, and custom pooling system for enemies and attacks.

Programmer and Artist / CBC Kids / Penguin Rush

Dec 2021 – June 2022 | Winnipeg, MB | Unity Engine (URP)

2D Top-Down Infinite Runner Browser Game

- Programmed for and led a team of 4, using feedback from CBC and guidance from Ubisoft mentors
- Designed and optimized for use in modern browsers.