Ulrich Britz

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Education

Bachelor's (BFFA) of Honours in Game Design and Development
Minor in Leadership
Wilfrid Laurier University
Graduation April 2022

High School Diploma
Pearson High School
Graduation 2016

Computer Skills

Proficient in a variety of IT skills including:

- C# (5.5 years)
- C/C++ (1 year)
- Unity (4.5 years)
- GitHub (3 Years)
- Python (3 years)
- HTML (2 years)
- Game Design (5 years)
- Analog Game Design (3 years)
- CSS (2 years)
- Microsoft Office (7 years)
- Twine (2 years)
- Audacity (1 year)
- WordPress (1 year)
- WIX (1 year)
- Discord (6 years)
- Various Social Media platforms (10 years)

Language Skills

English: Fluent – 19 years
Afrikaans: Fluent - First Language

Work Experience

Unity Game Developer
Andromaverse Labs (Full Time)   Apr 2022 to Present

Sole programmer on the game design team alongside a group of highly qualified artists and animators. Responsible for projects level design and narrative while using Unity to create a 2.5D top-down game.

implementations in game include:
- Fully working main menu
- Scene transitions and additive scene loading and de-loading
- Movement. (Keys or Click to move)
- Followers
- Complete Realtime Battle System
- Status effects
- Complete Realtime Inventory System
- Save and Load capabilities
- Using items and equipment in and out of battle. (Heal, capture, changing abilities, remove poison etc.)
- Fully functioning Player Controller
- Functioning Questline
- Fully functioning NPC Controller
- Random enemy spawning
- Full UI (inventory, party, pause)
- Fully functioning Dialogue

Part-time Work Experience

Server

Sociable Kitchen & Tavern (Brantford, ON)   Jul 2021 to Apr 2022

Covid Screener

Maple Leaf Inc (Hamilton, ON)   Feb 2021 to Aug 2021

Barista

Coffee Culture (Brantford, ON)   Oct 2018 to Feb 2021
Starbucks (Aurora, ON)   May 2018 to Sep 2018

Server

Charlies Pizza and Pasta (South Africa)   Jan 2017 to Apr 2018
BeerShack (South Africa)   Jul 2016 to Jul 2017

Volunteer and Leadership Experience

Wilfrid Laurier University - 2018 to 2022
- Senior Game Design and Development Co-ordinator
- Hawk Team Executive
- Head Ice-Breaker