

# LIAM MORTON

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Game and software Developer capable of planning, problem-solving, and coding in multiple languages and game engines.

## SKILLS & EDUCATION

**Nova Scotia Community College** - second year in IT Programming

2022- PRESENT

- Developed video games using C++, Unreal Engine 5, C#, and Unity Game Engine.
- Experience with C, Python, C#, and java software development.
- Developed web applications with C# and XAML using .NET Framework and Visual Studio.
- Experience with design and animation software such as Blender, Krita, and iMovie.
- Experience with managing Git repositories using Git, GitHub desktop, and GitHub web browser.
- Experience with Geomatics software to develop maps using QGIS and PostgreSQL.
- Developed interactive web applications using Nodejs.
- Experience in managing large projects using a variety of methodologies such as Agile and Scrum.

## WORK & EXPERIENCE

**HANTSPORT & AREA HISTORICAL SOCIETY** - HANTSPORT, NS

MAY 2023 – AUG 2023

STUDENT PROGRAMMER

- Led and managed a new development project for the company website.
- Delivered efficient, eye-catching websites using WordPress, HTML, CSS, PHP, JavaScript.
- Managed and designed MySQL databases and networks.
- Enhanced productivity of data entry into the company database by 80%.
- communicated with multiple end users to solve user interface and logical errors.
- Created a detailed end-user manual for company use and training.

**BAD MAMA JAMA GAME JAM**

SEP 2022

- Coded in a fast-paced virtual environment with a team of three.
- Created and designed a working game within 42 hours using the Unity game engine.
- Managed team and game development during the project.
- Able to analyze and problem-solve in a short time frame.
- Developed stable C# code for game systems.

## **CHALLENGE NOVA SCOTIA**

NOV 17, 2022

### **PROJECT MANAGER**

- Managed a group of four people to develop and present a solution for a given topic to the government of Nova Scotia within 12 hours.
- de-escalated arguments and kept the team on track to accomplish a common goal.
- Developed strong communication skills as well as task management skills.

## **EVENT INFORMATION SYSTEM - LOWRANCETOWN, NS**

FEB 2024 – PRESENT

### **LED PROGRAMMER AND INVOICE SYSTEM**

- Manage and review team members' code and web design.
- Assist in coding and designing other team members' work to avoid project delays.
- Design and develop an Invoice system to be used by the Lawrencetown exhibition staff.
- Create Documentation and tutorials for the training and use of the invoice system.
- Experience with level framework.
- Experience creating Mock-ups for websites.

## **PROJECTS**

### **TIK TAK TOE PROGRAM**

This was a three-person project done for school. The program has a score-tracking system, a two-player option as well and 3 difficulty settings that change how the computer reacts to each player's move.

- Developed in C.
- Developed the user interface as well as the score-tracking and menu system.
- Developed the Flow Chart as well as the logical problem-solving for the Difficulty settings.

### **ANDROID DRAWING APP**

This was also a three-person project done for school. The app consists of a menu where the user can select between two sittings, drawing with their finger and drawing using two rotational nobs. The app also saves the drawing until the user shakes the phone to erase it.

- Experience with Android development using Kotlin and Android Studio.
- Designed the menu look and feel.
- Program large sections of the app such as the shake feature, menu, animation, drawing with the finger, and saving the drawing.

### **UNITY 2D GAME**

This is a current side project of mine that I plan to release in the future. It is a top-down shooter where you play as a soldier who needs to destroy aliens on a spaceship to discover a mystery.

- Experience in creating/designing sprites, interactive levels, and UI using Unity.
- Experience with Unity animation and state machines.
- Experience with C# scripting using OOP and Unity API/Library to create player movement and interaction, computer enemy's, health systems, and event triggers.

