FELIX WILTON

Computer Science & Mechatronics @ UBC
WiltonFelix24@gmail.com
See my LinkedIn: linkedin.com/in/felix-wilton/
See my portfolio: https://wiltonfs.github.io/

EDUCATION:

University of British Columbia - B.S. Computer Science & Mechanical Engineering Sep. 2020 - May 2025
87% average, Dean's Honors List. Mechatronics specialization. Co-op program.
2022 Trek Excellence Scholarship. 2023 NSERC Undergraduate Student Research Award.

KEY SKILLS:

Unity, Unreal Engine 5, Python, Java, C++, C#, SQL, JavaScript, CSS, Jira, Confluence, Git & GitHub, MATLAB.

EXPERIENCE:

Charm Games - Virtual Reality Developer Jan 2024 - *Present*
C#, C++, Unreal Engine 5. Develop workflow tools, deployment pipelines, and automated tests.

UBC Design League Club - Game Development Executive Aug 2023 - *Present*
C#, Unity. Teach intro to game development workshops. Organize annual game jam and networking events.

UBC Formula SAE - Electrical Member & Recruitment Manager Aug 2021 - *Present*
C++, Git. Design circuit boards for the UBC race car. Write custom firmware for on-board systems.

Lambton College - Game Development Intern May 2023 - Dec 2023
C++, Unreal Engine 5, Git, Jira, Confluence. Unannounced exploration & educational game for Aamjiwnaang First Nation. Developer of player character, NPC, dialogue, and quest systems. Manage database for player metrics. Work directly with First Nation team members to develop story, dialogue, and quests.

UBC Computer Vision Lab - Machine Learning Research Intern May 2023 - Sept 2023
Python, supercomputing. Developed machine learning and processing framework for spectral analysis of large astronomy dataset. Introduced prediction intervals for enhanced accuracy. See GitHub.

Raytheon Missiles & Defense - Manufacturing Engineering Intern May 2022 - Aug 2022
Python, SQL. Analyzed process data and defect reports. Programmed a new system to automate dispositioning of defective units. Saves 7 eng. hours weekly and reduces defect idle time by 73%.

Craig Neurorehabilitation Hospital - Mechanical Engineering Design Intern May 2021 - Aug 2021
Python, OpenCV. Created procedure to manufacture custom 3D-printed cuffs for spine-injured patients. Developed capture technology and integrated Fusion 360 design pipeline with scanned mesh models.

Craig Neurorehabilitation Hospital - Assistive Design Intern Jan 2019 - Mar 2020
Designed medical assistive devices for 3-D printing. Contributed to the assistive gaming program.

PROJECTS:

TwentyFlappyEight (Unity game)
C#, Unity, Git. Personal game project combining two classic mobile games. UI, art, and code. See itch.io!

Gone Fishing (Unity game)
C#, Unity, Git. 30 hour team game jam submission. Won 1st place. Mechanics and level design. See itch.io!

Sip and Puff Mouse - Collaboration with Jacob Field (linkedin.com/in/jacobtfield)
C++, Git. Open-source mouth-controlled computer mouse for paralyzed gamers. Solution provides a $50 alternative to $2k commercial options. Won Instructables.com Microcontroller Contest 2018.

Trivia! I programmed my first game at age 9 — I worked as a parkour coach for 4 years — I love board games!