

EDUCATION

Honors Bachelor of
Game Design
Sheridan College | 2017-
2021

SKILLS

Tools

Unity Engine
Unreal Engine
Excel
Git & Source Tree

Programming

C#
Unreal Blueprints
C++
Visual Scripting
HTML / CSS
Excel Macros
AWS (S3)

Generalist

Game Design
System Design
Level Design
UI Design

EXPERIENCE

Technical Game Designer & Systems Programmer

Little Guy Games | May 2021 – Current

The Last Sky: Within (In Production) (Sept 2022 - Current) (Unity)

- Developed & designed new game mechanics, **UI Implementation** AI Systems / behaviors, **Editor Tools**
- Designed levels utilizing existing and new game mechanics
- Developing for **Xbox release**

Super Racer (Soft Release) (Oct 2021 – Sept 2022) (Unity)

- Designed & developed new **in-game content and game modes** live ops model while working with artists and additional developers
- Assigned tasks from multiple technical areas in the game, including Gameplay design & development, UI implementation, Ai racecar behaviour, Game mechanic development, **Editor Tools**, and shader development.
- **Developed database solutions**, utilizing **AWS S3 services**

Unity Gameplay Programmer & Technical Designer

Immunize Canada | Jan 2021 – Apr 2021

- Hired on contract for the **CARD Game for Kids** web game, to create a small Web GL game in Unity with the purpose of educating children in tactics for overcoming their fears of vaccines.
- Fully designed and developed **multiple mini-games** within the app, while also assisting in the development of the core game loop.

Unity Gameplay Developer & Systems Designer

SpaceCard | May 2020 – Sept 2020

- Hired on contract for the **SpaceCard** IOS mobile VR app, to create an interior planning application with multiplayer capabilities
- Designed and programmed **core gameplay mechanics**, & **multiplayer systems** using Photon Networking
- Implemented **UI systems** used in a VR space

SIDE-PROJECTS

Game Systems & Technical Designer

Summit | Sept 2020 - Apr 2021

- A Single-player Semi-Openworld Exploration Metroidvania.
- Implemented & designed main game systems. **UI Systems**, and Shader development
- Additional tasks in Sounds Design / Retrieval, and puzzle design

AI Designer & Tool Creator

Switacharoo | May 2019 – Aug 2019

- A Cooperative 2D Platforming Shooter.
- Developed level creation tools while designing and developing multiple **AI enemies**