

**Education:**

September 2019 – April 2021

Niagara College – (Ontario College Advanced Diploma) Game Development

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**Skills:**

<b>Programming Languages</b>	C++ / C# SQL
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<b>Engines Used</b>	Unity (2017-2021) Unreal Engine 4
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<b>Development Tools</b>	Visual Studios 3DStudio Max 2019-2020 Substance Designer / Painter
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<b>Project Management Software</b>	Sourcetree (Git) TortoiseSVN Hansoft Google Drive Microsoft Office SyncTrayzor
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**Professional Experience:**

May 2021 – June 2022

Junior Unity Developer, Moonray Studios Inc.

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**Previous Projects:**

**May 2021 – June 2022**

Moonray Studios Inc. – *Unannounced Title* – Junior Unity Developer – (NDA)

**Areas of Responsibility:**

- AI
- Animation [Integration]
- Gameplay
- Networking [Integration]
- UI [HUD Functionality]
- QA

**September 2020 – April 2021**

Big Whack Studios – *HDR: High Dynamic Range (2021)* – Lead Programmer

**Game Info:** A retro-inspired, FPS, student capstone project created by 7 students over the course of two semesters in the Unity engine.

**Areas of Responsibility:**

- Gameplay
- UI [HUD and Menu Functionality]
- QA