



Summary

Game Developer with nine years of experience in 3D asset creation and four years of experience in C# development. Highly developed teamwork and collaboration skills through four years of game design and close to two years of professional industry experience.

Education

Sheridan College – Bachelor of Game Design

2015 - 2019

Experience

Stitch Media Apr 2018-Present

Toronto, ON

3D Artist

- ✂ Modelled a variety of static and non-static objects for *Terrorarium*
- ✂ Followed art style guides and best topology practices to produce efficient low poly meshes

Character Animator

- ✂ Rapidly and efficiently rigged and animated almost all characters in *Terrorarium*
- ✂ Co-ordinated with both art and programming teams to implement animations into Unity

Sheridan College Sept 2015 - Apr 2019

Oakville, ON

Prototyping – Chicken Scratch

- ✂ Rapidly designed and developed game prototypes while performing various production rolls: design, 2D and 3D asset production, and system programming
- ✂ Used Unity and Visual Studio debugging tools to optimize various projects

Game AI

- ✂ Designed and developed a responsive, versatile AI system that can be deployed in any game environment
- ✂ Debugged and balanced system to produce optimal performance

Game Mechanics

- ✂ Modelled and textured low-poly chicken (player)
- ✂ Programmed character controller, AI systems, and game state machine

Achievements

Skills Ontario Judge – 3D Animation – 2019

Mississauga, ON

- ✂ Judged over 30 animations to determine Ontario's representatives for Skills Canada

Skills

Tools: Photoshop, Blender, zBrush, Substance Painter, Unity, C# (Visual Studio)