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## Game Developer / Unity Developer

### Summary of Qualifications

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- A passionate Unity Developer with 5 years of experience specializing in mobile game development and programming using Unity3d with emphasis in touchscreen gameplay, game and concept engineering, game systems and functionalities, UI and menu systems, AI, and player-experiences
- A keen sense of scope with the ability to articulate dimensions and requirements of tasks/projects while taking ownership of game systems and their design, seeing projects through from concept-to-release-to-updates within a timely manner
- Ability to articulate, develop, maintain, and set well-structured codes/systems and working to improve performance while debugging issues with team members to ensure the best of quality and player-experience
- Strong problem solving and critical thinking skills, ability to analyze development and designs from different angles to strategize alternate ways to proceed and proactive to solving issues before they occur
- A team player who collaborates extensively within multi-disciplinary internal and remote teams to ensure game elements support the vision of the game
- Understanding of memory management, optimization practices with good debugging abilities and experiences in reading analytics, metrics, and test methods
- Passionate for games, it's craftsmanship, and close bonds in teamwork, and as well, a commitment and drive to be self-efficient and reliant to further assist team and development in any means necessary
- Develop 3 shipped mobile titles with one title achieving Highest Download Ranking Top 100 Action & Strategy Charts in over 20 Countries on iTunes

### Development Skills

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|---------------------------------|-----------------------------------|
| ○ Unity game development        | ○ AI Programming, Path finding    |
| ○ Object-Oriented programming   | ○ 2D & 3D Art, Technical Art, VFX |
| ○ Game system, Game content     | ○ Procedural generation           |
| ○ User-Interfaces, Menu systems | ○ Asset management & integration  |
| ○ Multiplayer, Networking       | ○ Development documentation       |

### Software Skills

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- Programming/Scripting, C#, JS, JSON
- Unity3D, Unreal Engine 4
- Adobe Creative Suite, PS, Ai
- Blender, Autodesk 3DsMax,
- Microsoft Office

## Relevant Professional Experience

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### Unity Developer

Jul 2016 – Current

Independent Project (Montreal, QC)

- Researching and developing game tools for multi-platform control systems that utilizes smooth transition and solid input functionality between keyboard, controllers, and touchscreen devices
- Researching and developing game tools for procedural generation and utilizing contents different gameplay domains ranging from level, environment, characters, usable equipment, and other possible areas
- Developing systems for fluid and dynamic environment interactivity between character and game worlds
- Developing tools for animating character models for efficient character modifications such as switching model size, armor, weapon, etc. without need of re-animating or rigging

### Unity Developer

Jan 2011 – March 2016

Fantasync Entertainment (Vancouver, BC)

Collaborated with a multi-disciplinary team in delivering innovative, quality mobile titles

- Worked alongside artists, writers, game designers, and sound designers to deliver innovative and quality mobile titles
- Worked to develop and engineer fluid touch inputs and touch control system strictly for touchscreen devices for given game concept and experience
- Developed and engineer game concepts to gameplay systems, graphics modules, gameplay, AI, animation, physics, UI/menu
- Organized game assets and built systems to fluidly add new in-game assets and updated features

### Productions and Achievements:

#### January 2016 – Simply Knights

- iTunes Highest Gross Ranking Top 250 Action & RPG Charts in 4 countries
- iTunes Highest Download Ranking Top 250 RPG Chart in over 10 countries

#### November 2014 – Castleclysm

- iTunes Featured on Best New Games during release week
- iTunes Highest Gross Ranking Top 250 Action & RPG Charts in 3 countries

#### July 2012 – Castleclysm!: Uprising

- iTunes Highest Download Ranking Top 100 Action & Strategy Charts in over 20 Countries. (US, CN included)
- iTunes Highest Gross Ranking Top 200 Action & Strategy Charts in over 20 Countries

### Lead Game Designer

May 2011 – Nov 2011

Lucid Game Studio (Vancouver, BC)

Work with team to develop and establish game concept, design, and vision.

- Collaborated with a team to develop and maintain core vision of game design, features, and mechanics
- Documented and continuously updated Game Design Document (camera, control, and character)

### Production:

- **Lead Game Designer** – Shatter Silence

## Academic Projects

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### Game Developer

Oct 2010 – Jan 2011

Somnia – Student Team Project

- Worked with team to design gameplay, mechanics, and features for a vertical slice action-adventure platformer for PC
- Developed, integrated and animated 3D environments and level assets into project
- Designed and developed frontend, user-interface, heads-up display, and menu system
- Developing levels with environment props, mood setting, and visual cues

### Game Developer

Sept 2011

Ochimusha – Student Team Project

- Collaborated with team to design gameplay, mechanics, and features
- Develop and animate 2D sprite and game art

### Game Developer

Jul 2011

Tides of the Sky – Student Project

- Designed and developed a level using original UDK assets
- Project included level layout, player beat and flow chart, mini-boss and boss design, cut scenes and cinematic

## Education

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### Game Design Diploma

Mar 2010 – Mar 2011

Vancouver Film School

Nominated for best Level Design

### ***Studies Include:***

Game production, game development, game design, game programming and coding, team management, procedures and pipelines, prototyping, design documentation

## Interests

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*Arts:* Renaissance, Victorian, Gothic, Religious, Asian

*Tunes:* Orchestral, Rock classics, Jazz, Battle Music

*Tattoos:* Gothic, New School, Asian

*Food:* Sushi, Noodles, Mediterranean

*Gaming:* Dota, League of Legends, Dark Souls, Elder Scrolls, Spelunky

*Colours:* Grey, Blue, White