

WORK EXPERIENCE

Gameloft: Game Programmer (May 2015 – Present)

Working on Disney Magic Kingdom (pending release) in **C++**

- Implemented gameplay features such as Daily Login Bonus, Character Level Up, Age Gating and others.
- Contributed improvements to Core libraries by adding features and fixing issues.
- Became the go to programmer for troubleshooting and supporting the team with the UI System.
- Took on the responsibility of the AI systems during the QA phase before launch.

Bell Mobility:

- Technical Solutions Level 2 (Dec 2011 – May 2015)
- Technical Solutions Level 1 (Nov 2010 – Dec 2011)

PERSONAL/STUDENT PROJECTS

[Phoenix Engine](#) (WIP) (C++ • PC/Mac/Linux • 3D Game Engine • Team of 4)

- Implemented a Serialization system utilizing C++ 11/14 features and template metaprogramming techniques to avoid dynamic dispatch.
- Used the Serialization system to speed up model loading by over 40000%.
- Implemented a cache-friendly Entity Component System that utilizes metaprogramming techniques to do compile time computations and to avoid dynamic dispatch for Components and Systems.

[R2DEngine](#) (C++ & OpenGL • PC • 2D Game Engine • Solo)

- Component based design, with a focus on providing an intuitive API to the user.
- Implemented a simple Missile Command style game using the Engine.

[Mission: Invasion](#) (Unity & C# • PC • Turn-based tactical strategy • Team of 2)

- Designed/Implemented customization, combat, persistence and other major gameplay systems.
- Utilized advanced Unity features such as Editor Tools, Scriptable Objects and Coroutines.
- Utilized advanced C# features such as Reflection, Linq, Class Extensions, events and closures.

[Thrusters Prototype](#) (Unity & C# • PC • Space Sim • Team of 6)

- Implemented a Physics based propulsion system and Newtonian movement for spaceships.
- Implemented gameplay systems such as ship customization, combat, AI, mission system and vendors.

EDUCATION

Sept 2012 – April 2015: **Advanced Diploma in Game Programming** from Humber College, Toronto.

- Graduated with a GPA of 95% (4.0).
- Awarded the **Academic Award of Excellence** and multiple **President's Letters** for attaining the **highest GPA** in the program and individual semesters.
- **Group Leader** and **Lead Programmer** for several student projects.
- **C# Tutor** for new students.