3691 Albion Road, Unit 132, Ottawa, ON

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# 613-614-9358

Relevant Education:

2016—19 **Advanced Diploma in Game Development – Media/Arts & Design**

* Algonquin College, Ottawa, ON

2011—14 **Computer Science – Computer Game Development**

* Carleton University, Ottawa, ON

Functional Skills:

Software Proficiencies:

* Unity + Unreal Engine 4
* Adobe Photoshop + Illustrator
* 3DS Max + Substance Painter
* Visual Studio + GitHub
* Adobe Premiere Pro + Audition

Cognitive Abilities:

* Constantly optimizing efficiency
* Problem analyzer and problem-solver
* Keeps a sharp eye detail and accuracy
* Strong interpersonal and communication skills
* Quick to adapt to new environments

Accomplishments:

2018—19 “Animal Heist” (video game)—Fake Moon Studios

* + **Gameplay Designer**, **Level Designer, 3D Artist**

2017 “Amalgamations III” (interactive media installation)—ARC exhibition

* + Hired as **Programmer** to assist the artist

2016—17 “Pirate Scuffle” (board game)—8th Sea Games

* + **Lead Artist**, **UX Designer, Gameplay Designer**

Employment History:

2019 Virtual Reality Booth Activator, Alphabet Creative, Ottawa, ON

2017 Food and Beverage Server, Cirque du Soleil, Gatineau, QC

2013—16 Kitchen Staff, McDonald’s Canada, Ottawa, ON

2009—11 Kitchen Staff, McDonald’s Canada, Ottawa, ON

Interests:

* Reading Comic Books
* Watching Movies + TV
* Playing Volleyball
* Playing Tabletop Games