



Game Developer

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 @klaytronic

 klaytronic

Skills

- Scripting Languages
 - C#
 - C++
- UI & UX Design
- Graphic & 2D Design
- Gameplay Design
- Process Documentation
- Agile Development

Tools

- Unity & Visual Studio
- Adobe Suite & Figma
- Invision, Miro, Lucid, Whimsical
- Confluence/Jira
- Notion
- Git
- Slack

Profile

Enthusiastic and hardworking problem-solver with an immense passion for design in all pursuits. Has received excellent feedback on prototyping skills and attention to detail. Positive and sociable collaborator, displaying effectiveness in programming and designing roles. Big appetite for impactful, flavourful game design and constant improvement.

Education

Bachelor of Game Design	Sheridan College - 2016 - 2020
Visual & Creative Arts	Sheridan College - 2015 - 2016
Art Fundamentals	Sheridan College - 2014 - 2015

Projects

Programming Lead, UI / UX, Game Designer

Distraction Machine - [Miscellaneum Studios](#), August 2020 - current

- Working with a new and growing team to prototype & develop an interface-based music-creation game
- Brought on early in development, quickly implemented a baseline user experience in Unity, proposed and implemented a large variety of UI & UX improvements
- Worked very closely with other designers & consultants to create stylized UI for complex systems

Programming Lead, UI / UX Designer

Wyrnwood - [FRUTPUNCH](#) - September 2019, April 2020

- Worked in a team of 6 to create a hybrid-genre, twitch-combat & deckbuilding game
- Solely responsible for UI implementation
- Consulted on UI & UX design in tandem with game designer, able to quickly implement proposed designs & layouts

Programmer & Game Designer

Untitled VR Game - [game:play labs @ OCADU](#), April - August 2019

- Worked in a team of 3 to design and deliver a VR experiential narrative game on the Oculus Rift
- Succeeded in tackling UX challenges in volumetric video-based gameplay

Work History

Programmer & Game Designer

game:play labs @ OCAD University April - August 2019

Programming Lead, UI / UX, Game Designer

Miscellaneum Studios August 2020 - current