

Industry Experience

East Side Games

MOBILE GAME DEVELOPMENT, VANCOUVER BC, CA

East Side Games produces mobile games in the Idle and simulations genres. My work centered around developing new features and stabilizing Trailer Park Boys: Greasy Money as a front end Unity Engineer.

Unity Front-End Developer (2017-present)

Engineering tasks involved developing application architecture in C#, automation and build pipelines, client / server architectures, and feature development.

Electronic Arts

EA SPORTS GAME STUDIOS, BURNABY BC, CA

Working on the FIFA Ultimate Team mobile companion app teams, I helped develop mobile and desktop clients with feature parity to the console counterpart. Engineering tasks involved developing front end components in JavaScript, HTML, LESS / CSS, and mustache templating. Design tasks within the team involved redesigning the interface as a mobile first product through wireframes, mockups, prototypes, and extensive UX testing and organization.

Technical Interface Designer (2014-2017)

Loud Crow Interactive

MOBILE APP DEVELOPER, VANCOUVER BC, CA

Working with engineers and designers I produced the interfaces and interactions that users experienced on their mobile devices. Product development tasks involved authoring scenes in an in-house engine combining JavaScript for logic, Flash for layout and animation, and CSS for interactivity. Design tasks for the products included audio implementation and review, character animation, and interactive greyboxing.

Developer Co-op (2013)

Recon Instruments

HARDWARE AND SOFTWARE HUD TECHNOLOGY, VANCOUVER BC, CA

Desktop software that I developed communicated with proprietary hardware running Android OS. This involved working with a complex technology stack composed of Flex, AS 3.0, XML, MySQL, PHP, AWS, and JSON to download and visualize data gathered by the users Heads up Display. Extensive refactoring, feature development, and UX improvements increased user engagement and met the ambitious goals set by the startup.

Developer Co-op (2011)

Engineering Skills

Programming Languages

My professional experience is in developing JavaScript / CSS / HTML, and AS 3.0. Additional language experience includes C#, Java, MySQL, Python, and PHP. Engineering concept experience includes OOP, MVC, Client / Server, separation of concerns, and sessions.

Source Control

SVN, Perforce, and GIT are all source control technologies I am familiar with. I am experienced with source control concepts such as branching, stashing, conflict merging, modules, and command line automation.

Automation

Automation techniques I am familiar include Python and application scripting, automated testing using junit, ANT build tools, and Jenkins build automation tools. I also have experience with web application build tools including Node.js, NPM, Webpack, Grunt.

Education

Bachelors of Arts in Interactive Systems

SIMON FRASER UNIVERSITY, BURNABY BC, CA

The School for Interactive Arts and Technologies included courses in Body Interface, Human Computer Interaction, Spatial Design, Advanced Game Design, and Developing Design Tools. Skills obtained during this time have made me proficient in User Experience and designing interactive experiences such as video games and user interfaces.

(2010-2014)

Diploma in Digital Design & Studio Practice

GRANDE PRAIRIE REGIONAL COLLEGE, GRANDE PRAIRIE AB, CA

During my time in the Fine Art program of GPRC I learned drawing, painting, sculpture, art history, and digital media. Courses and symposiums centered around game development increased my interest in the design of interactive media. My time spent developing games within the program sought to combine my fine arts education with interactive entertainment.

(2007-2010)

Art / Design Skills

Design Software

I have extensive experience with design software such as Photoshop, Illustrator, Axure, Flash for 2D animation and game development, Balsamiq, Flinto, and Maya 3D. Additionally I have experience in production software such as Hansoft, Trello, and Confluence.

Frameworks

Game development frameworks I am familiar with are Unity, XNA, Flash, HTML5 Canvas, and Android SDK. Web development frameworks I have experience with include Bootstrap, Angular, PhoneGap, Wordpress themes and plugins.

UX and Game Design

User experience design techniques I have applied include A / B user testing, competitor analysis, interactive prototyping, wireframing, and user flow diagramming. My online portfolio showcases many games and prototypes that I have developed in Unity, Flash, JavaScript, XNA, and Java.