James Spruin
Game Programmer

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Summary

- A dedicated game programmer with **four years of work experience creating Unity games** as part of a small team and many more making **personal projects**
- Detail oriented, ensuring that **gameplay and user experience are well refined**
- Committed to **continuously learning** new skills to apply to game development

Skills

- Developing games with the **Unity** and **Godot** engines
- Familiar utilizing **Git** clients for **version control**
- Experienced with **C# for Unity**, with some knowledge of **JavaScript, Python,** and **Godot/GDScript**
- Quick **gameplay prototyping** and **iteration**
- **Optimizing for memory and performance** utilizing Unity's profiling tools
- Comfortable with **Vector Math**

Experience

Gopokyo Inc. (Unity Developer)
March 2020 - April 2024

- Contributed to two in-production projects, **"Star Rising"** a rogue-lite dungeon crawling deck builder and **"We Broke the Fairy Tale",** a co-op action platformer with puzzle elements
- Responsible for **implementing mocked UI in "Star Rising"**, including **HUD, menus, spatial UI**, and **inventory systems**
- Handled **prototyping, developing, and maintaining the player controls** for "We Broke the Fairy Tale" under the direction of the lead, **iterating on mechanics** throughout the project
- Collaborated with senior developers on other aspects such as **game physics, combat mechanics, enemy behavior, procedural generation**, and **custom tools**
- **Quickly adapted to unfamiliar development tools and technologies** as the projects evolved, such as Shadergraph, Fmod, NodeCanvas, Odin Inspector, BGDatabase, MMFeedbacks, Zenject, and YarnSpinner
- Contributed to **documentation**, detailing **implemented features**, **bugs** and how to reproduce them, and how to use custom **tools**
- Implemented **automated tests** using Trilleon Automation

Education

Nova Scotia Community College Truro Campus, Truro NS
Game Development Programming Concentration (College Diploma)
Graduated June 2019

Volunteering & Awards

HalCon Pokémon Bingo (Fan Panel, Not Affiliated with Pokémon)
November 2014 - Present (Once a year excluding 2020)

- **Designed and presented** a popular **interactive panel at HalCon** (a fantasy and sci-fi convention) where participants played a **custom-developed version of bingo** which used Pokémon instead of numbers
- Developed software for **generating cards to print** and a separate application for **randomly picking and displaying numbers** on a screen for participants to see

NSCC New Media Arts Day (NSCC)
March 2019

- **Promoted the game development course** to visitors touring the campus
- Answered questions and helped to **pitch the program to visitors**

Sackville High Award for Technology
June 2015

- An award received on graduation for **outstanding performance in technology related classes**

Portfolio Highlights

Cat King's Long Journey – GMTK Game Jam 2024
(Godot)
· Solo developed for the **2024 GMTK jam** with the theme "Built to Scale"
· A **2d puzzle game** where you need to stretch and move cats to reach the goal through a total of 8 levels
· Developed in **Godot** over the course of **96 hours**
· Placed within the **top 4% of entries**, **ranking 243rd** out of **7636 entries**
· Implemented a **custom grid based physics system** for pushing and moving objects of any shape in a 2d grid
· Focused on making a fun and **polished** experience

Greedy Getaway – Ongoing Project
(Godot)
· An early WIP **single touch speedrunner platformer** for **mobile** about grabbing treasure and making a mad dash to the end of the level
· **Designing for imprecision** and **accessibility** by making **simple controls** and designing levels with **room for error**
· Added **optional difficulty for advanced players** by adding ways to improve a run, like a speedrun timer, score, and a combo system
· Has been **refining the controls** and **level design** through **player feedback**
· Utilizing placeholder art and audio I've previously made to **focus on gameplay** while **prototyping**

Space Robots Connect – Extra Credits Jam #4
(Unity)
· Solo developed for **Extra Credits Game Jam #4** in 2019 with the theme "Connect"
· A **swipe to jump mobile platformer** where you control two characters connected to a wire. The goal is to latch on to the walls or ceiling and swing around to get collectables to advance
· **Modeled, rigged, and animated** simple 3d characters in **Blender**
· Wrote **8-bit music** and created **sound effects** in **Famitracker**