

Work 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**
- Contributed to **prototyping, developing core features, and maintaining the player controls** for “We Broke the Fairy Tale” under the direction of the lead
- **Collaborated with developers** on various features such as game physics, combat, enemy state machines, 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

Skills

Unity and C#

- **Four years of work experience** using Unity as part of a small team
- Used Unity for several **personal projects and jams** outside of work
- **Continuously learned new Unity tools and features** while developing projects
- Comfortable adapting to **existing programming architecture**
- Aimed to **keep scripts short, focused, and reusable**, prioritizing modular design
- **Actively contributed to in-person and remote team meetings**
- **Documented implemented features** while at Gopokyo
- **Collaborated with programmers** to implement features and **worked with artists** to import and set up assets

Performance Profiling and Optimizing

- Used **Unity’s profiler tools** to identify expensive calls and heavy memory usage

Version Control

- Used **Git clients** for creating branches and resolving merge conflicts

Education

Nova Scotia Community College Truro Campus, Truro NS

Game Development Programming Concentration (College Diploma)

Graduated June 2019

Volunteering

Fan Bingo Panel - Hal-Con Sci-fi & Fantasy Convention

November 2014 - Present (Once a year excluding 2020)

- Designed and hosted a popular fan-made interactive panel inspired by the Pokémon series for 10 years (annually, excluding 2020 due to the pandemic)
- Developed a card generator for creating the cards and a program for picking numbers and displaying them
- Had 850 participants in the 2025 game

NSCC New Media Arts Day (NSCC)

March 2019

- Promoted the game development course to visitors touring the campus

Portfolio Highlights

We Broke the Fairy Tale - Gopokyo Inc.
(Unity)

- A 3D Tim Burton inspired multiplayer co-op game I was a part of for a while, where players work together to solve puzzles and defeat enemies
- Helped implement **initial player controls**, including their **kinematic controllers**, **combat**, and **carrying objects and other players**
- Created **visual state machines** using NodeCanvas for **enemies and bosses** and **implemented their behaviours**
- **Implemented UI** for character dialogue and the HUD
- Created **visual state machines** for **enemy behaviour**
- Implemented **interactive elements** found in the levels, such as switches, pushable objects, moving platforms, dialogue interactions, and more
- Utilized Unity's **Particle System**, **Shadergraph**, and **MMFeedbacks** to make the game feel more polished

Xmas.exe has Stopped Working - Ongoing Project
(Godot)

- An early WIP Christmas themed **2D platformer shooter** with plans to make it a roguelike
- Focusing on **making it fun to move around first**, by making the gameplay fast and experimenting with movement mechanics
- Added various weapons to give the game some variety
- Utilized **bouncy animations** to make simple still pixel graphics come alive
- **Created simple enemy behaviours** for testing out the basic game features

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 over **7500 entries**
- Implemented a **custom grid based physics system** for pushing and moving objects of any shape in a 2d grid