

Experience

Lead Software Engineer – Archiact Interactive

Sep 2017 – Current

- ❖ Lead developer in a lean cross-disciplinary team creating VR games and applications
- ❖ Published VR game ([Slots in De Nile](#)) on Oculus Store and delivered custom projects made for BCLC, Health Canada, and TransLink
- ❖ Created content with Unity, C# and used Git for Version Control
- ❖ Worked with team members to determine budget and schedule, for proposals and projects
- ❖ Provided Unity support to the team and oversaw outsourced engineering teams

Senior Developer - H+ Technology

Dec 2014 – Sep 2017

- ❖ Lead development and support in business-to-business interactive installations with our holographic device working in conjunction with full-room wall projections.
- ❖ Created interactive games and applications (in Unity) for our holographic display device
- ❖ Worked with artists, designers, marketers, to make game and marketing content
- ❖ Helped lead teams on sudden projects with short deadlines
- ❖ Designed and tested prototypes and proofs-of-concept for proposals
- ❖ Contributed editor tools, scripts, and prefabs to the Unity SDK for our holographic device

Programmer Analyst Intern - Schneider Electric

May 2011 – Dec 2012

- ❖ Part of a team building GUI screens for a SCADA system that was deployed on a major Russian/Kazakhstan pipeline
- ❖ Created screens and functionality using Visual Basic and SQL
- ❖ Designed all images that were needed
- ❖ Helped create standards for overall look and operation of the GUI

Systems Service Representative/Technician - IBM Canada

May 2007 – Apr 2009

- ❖ Maintained all facets of IBM cheque sorters: electrical, mechanical, plumbing, hardware and software
- ❖ Responsible for daily maintenance and emergency maintenance at customer site
- ❖ Helped to upkeep, or surpass, client satisfaction
- ❖ Looked after 'Outside Parts Inventory;' which included ensuring the appropriate quantities of parts were available and accounted for
- ❖ Helped with preventative maintenance and upgrades on ATMs

Education

Master's Degree in Digital Media – UBC Centre for Digital Media

Sep 2013 – Aug 2014

- ❖ Tech lead in client project with Bandai Namco, using Unity and Android
- ❖ Designed and programmed a game with the Microsoft Kinect and Oculus Rift for a public exhibition at the CDM
- ❖ Studied Game design theory and practices and created Game Design Document (GDD)

Bachelor of Science Degree in Computer Science – University of Calgary

Sep 2009 – Apr 2013

- ❖ Have experience in Java, C#, C, C++, Python, LISP, Prolog, and Intel x86 and SPARC
- ❖ Human/Computer and Human/Robot Interaction and Emergent Computing courses
- ❖ Artificial Intelligence, Agent Communications, Database and Operating Systems courses
- ❖ Algorithm Correctness, Algorithm Efficiency and Programming Paradigms courses
- ❖ Jason Lang Scholarship – Awarded for exceptional academic achievement 3.3 GPA – 2009

Electronics Engineering Technology Diploma – SAIT Polytechnic

Sep 2005 – Apr 2007

- ❖ Analog/Digital Analysis and Design of Electronics
- ❖ C programming, ARM assembly programming, Microsoft Office and Labview
- ❖ Jason Lang Scholarship – Awarded for exceptional academic achievement 3.4 GPA – 2006

Skills

- ❖ Self-motivated, hardworking, focused, and adaptable
- ❖ Ability to analyze situations in a professional manner and treat others with respect and tact
- ❖ Work well both on a team and independently