**Academic Experience**

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* **Penguin Snowboard Fighting:** *solo project*

Gamemaker

* + Designed object avoidance, fighting game with snowboarding elements
  + Innovated a snowboard throwing fighting mechanic
  + Drew 240+ sprites and 60+ animations for the 4 playable characters
  + Created entire system and wrote 160+ different scripts
* **Lost Ghosts** - *solo project*

Gamemaker

* + Innovated a puzzle game where you control two characters at the same time
  + Designed and Built 40+ levels
  + Drew 100+ sprites, more than half of which are animated
  + Created 20+ different obstacles
* **Game Maker Prototypes:** *solo projects*

Gamemaker

* + The Ring - 2D Fighting Game
    - Designed, Drew and Built 6 different playable characters
    - Made a complete simplified combat system
  + Depths of the Trench - Metroidvania
    - Designed underwater shooting & movement mechanics
    - Built a prototype level to show off the game’s mechanics
  + Bobby The Penguin - Arcade-like
    - Created a very simple arcade game where you collect leaves
    - Built increasingly challenging obstacles

**Education**

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* Completed the Game Art & Design course at The Art Institute of Vancouver / LaSalle College September 2017

**Work Experience**

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* Worked at Tim Hortons for 3.5 months: Cashier, Food Runner
  + Worked under pressure of many customers while getting people’s orders & coffee on time.