

JUSTIN QUESTROO

Software Engineer

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SKILLS

C++/C#, Unity, Visual Studio, Sourcetree, Github, 3D Math, Gameplay, AI

PROJECTS

Slawter – *First Person Shooter, PC, Unity/C#*

Solo project - First person shooter with inspirations from Gears of War.

JULY 2020 - SEPTEMBER 2020

- Implemented three different enemy AI each presents the player with a distinct and challenging situation.
- Implemented five different weapon types that are effective against different enemies and suit different play styles.
- Built an immersive environment using Unity's ProBuilder and ProGrids.

Nest Adventures – *3D Action Adventure, PC, Unity/C#*

Production project - Developed in a team of 3 programmers and 1 designer.

JANUARY 2020 - SEPTEMBER 2020

- Responsible for implementing the player character including locomotion, character animations, world interactions, and visual feedback.
- Implemented character swap mechanic so the player can switch between two avatars with different abilities.
- Implemented third-person perspective camera with features including obstacle collision and enemy lock-on.

EXPERIENCE

LaSalle College Vancouver – *Programming and Math Tutor*

MARCH 2020 - SEPTEMBER 2020

- Tutored other students in mathematics and programming.
- Prepared material quickly and was able to make up examples to further explain concepts and problems.

EDUCATION

LaSalle College Vancouver – *Diploma in Visual & Game Programming*

OCTOBER 2018 - SEPTEMBER 2020

- Studied programming languages including C++ and C# for game development.
- AI in Games - Learned AI techniques and implemented features like pathfinding, FSM, autonomous steering and group behaviours.
- 3D Graphics and Applications - Studied various algorithms and implemented a software rasterizer pipeline with support for vertex processing, texturing and lighting.