RESUME

CAMERON LYLE EDWARDS

Email: 5.153khz@proton.me   **Site:** https://5153khz.neocities.org/

PROFILE

Creative individual with plenty of skill in Unity, GameMaker Studio and many of the industry's major programming languages and methodologies, as well as an aspiring graphic designer. A detail-oriented, out-of-the-box thinker that can thoroughly analyze and devise solutions to any problem.

CORE QUALIFICATIONS

- Graduated from Centennial College's three-year "Game – Programming" program
- Quick to learn and adapt to any situation, including sudden changes to projects
- Competent in both independent and team-based activities
- Refined ability to visualize and realize ideas using a creativity-focused mindset
- Applies the Agile approach to software development, preparing and testing iterations frequently
- Languages: English & French

TECHNICAL SKILLS

- **Game Engines:** GameMaker Studio (1.4.9999), Unity Engine
- **Methodologies:** Object-Oriented Programming, UI/UX Design
- **Main Programming Languages:** C#, Java, GML
- **Side Programming Languages:** C++ (Unreal Engine 4), JavaScript, HTML/CSS
- **Applications:** Microsoft Office Suite, Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro), Visual Studio 2019 + IntelliJ IDEA

WORK EXPERIENCE

Various Community Volunteer Positions   **Sept. 2017 - June 2020**
Sir Oliver Mowat Collegiate Institute, Toronto, ON

- Organized and participated in various volunteer community initiatives
- Spearheaded several team-oriented editing & recording projects to recap community events
- Assisted in the camerawork, composition and graphic design for promotion materials

Personal Interactive Works & Digital Art   **April 2018 – Present**
Freelance Position, Toronto, ON

- Designed wallpapers, logos, icons and other graphics for various clients
- Created experimental projects & proofs of concept to further my knowledge and abilities
- Assisted in the planning and development phases for various UI designs
- Dedicated considerable time to coding & bringing together a long-term game project

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EDUCATION

Ontario College Advanced Diploma (With Honours)   **Sept. 2020 – April 2023**
Centennial College, Toronto, ON; Game - Programming
GPA: 4.1/4.5

RELEVANT COURSES:

Game Programming I, II	Programming I, II
Intro to Game & Simulation	Assets for Game Developers
Practical Game Design	Simulation Design
Special Topics - Gaming	

ACADEMIC PROJECTS:

1. Two dedicated game projects where teams of six had to develop a full-fledged Unity game in the allotted time; I led both projects from their composition all the way to their completion, and developed most of the code that comprised them (as well as a good portion of the graphical and GUI work).

2. Participated in two semester-wide software projects, which encouraged collaboration to build and deploy a functional solution.

INTERESTS AND HOBBIES

- Learning about software and design methodologies, especially in how they apply in gaming
- Computer games & graphic design
- Practicing new tech-based activities
- Designing wallpapers, banners, mock-ups/concepts and icons, alongside learning new techniques to further hone my skills
- Trying my hand at photography via a Nikon D5100, from the initial picture all the way to the post-processing stage

During my own time: I work on my own game that's been in the making for 6+ years, as I self-taught myself GML to gain the skills for completing this project, as well as designing much of the graphics from scratch.