

Ian Archie Chapman

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Career Summary

I am a creative, passionate, determined, collaborative, and self-motivated video game programmer. I pride myself in time management, adaptability, and my drive to continuously learn. I've received a Game Programming Advanced Diploma with honours at George Brown College. With my current work experience and experience from George Brown, I can make significant and meaningful contributions as a game developer with your company.

Qualifications

- 4+ years of experience working with Unity and C#.
- 4+ years of experience developing original games through ideation, art direction and programming with related software.
- 4+ years of experience with developing and debugging mobile games and level-based games in an object-oriented programming environment.
- 4+ years of experience providing cross-device solutions that address performance, reliability, and scalability issues.
- Proficient in character controller development, melee and ranged combat, gameplay cameras, user interface and usability development.
- 1+ years of experience with 2D art and asset creation via drawing in Procreate.
- Trained in Agile Methodology with experience training and utilizing team-building exercises.
- Aptitude for remaining focused and flexible when project deadlines may change while prioritizing needs for on-schedule project completion.

Technical Skills

- Languages and APIs: C#, C++, Swift (iOS), OpenGL, DirectX 12, XML and SDL.
- Microsoft Visual Studio, Xcode, Office, Unreal Engine, Unity 2D/3D, Procreate, Gimp, Excel.
- Task Management and Version Control: Git/GitHub, GitKraken, Perforce (P4V), Jira, Trello.
- Audio production software: PreSonus Studio One, Pro Tools, Audacity, and Cubase.

Education

Advanced Diploma, Game Programming, Dean's List, George Brown College 2019 –2022

- Displays teamwork and creativity during large production meetings to create car combat, retro, platformer, and first-person shooter games using Unreal Engine and Unity via blueprints, C++, and C#.
- Relevant courses related to this career opportunity: Mobile Game Development I, Mobile Game Development II, Advanced Data Structures and Algorithms, Game Engines, Advanced Physics and Artificial Intelligence.

Experience

2022 – Present, **Junior Unity Game Developer**, Adknown Games, Toronto, ON

- Developed 15+ mobile games within a development cycle of 8 business days.
- Creates and pitches mobile game ideas with original art samples for approval via paper prototypes during game pitch meetings.
- Upon game approval, creates all art assets and UI assets for graphics and gameplay via Procreate.
- Programs UI, player controls, enemy behaviour, physics, spawn patterns, mechanics, animations, particle systems, in-game currency, and shop items via Visual Studio and C# coding language.
- Works collaboratively with development team and implements feedback from a multi-stage QA system.
- Publishes all mobile games to Google Play Store and App store upon completion of development cycle.

2021 – 2022, **Gameplay Programmer**, Armordillo Games, Toronto, ON

- Created the tutorial level design and gameplay for Exiled Princess.
- Developed a sophisticated stage and task system to monitor players progress through the scene.
- Utilizes and expands on existing code base to work with tutorial specific needs.
- Designs custom UI and UI animations to prompt users to complete sequential order of tasks.
- Imported and creates scenes based on assets designed by game artists and followed storyboard art to ensure accurate level layout.
- Implements subtitle system and voiceover dialogue system to prompt users about upcoming requirements for tasks.

2019 – 2022, **Private Tutor**, George Brown College, Toronto, ON

- Assists students in deepening their understanding of game development and programming through various applications.
- Provides guidance in challenging object-oriented programming scenarios.

2015 – 2021, **Team Quality Specialist Manager**, Lufthansa InTouch, Peterborough, ON

- Coaches and creates goal plans for new employees based on company needs.
- Practices good judgement and critical decision making through accurate interpretations of data, delegated authority, and liaison with internal and external agency divisions.
- Consistently achieves deadlines and demonstrates proficiency in multi-tasking, organization, attention to detail and time management while upholding discretion for confidential and sensitive client information.
- Resolves many escalated client complaints through professional and compassionate interpersonal communication, critical decision making and creative problem solving while maintaining customer loyalty.
- Instructs classes of 15+ employees about ever-changing quality, policy, and product updates.