

Ian Chapman

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Career Summary

I am a creative, passionate, determined, collaborative, and self-motivated video game programming student. I am eager to apply my coding skills to real game projects using C++, C#, and the latest game engine technology to the fast paced, team-based environment that this QA Programmer role demands.

Qualifications

- 3+ years of experience with developing and debugging level-based video game designs in an object-oriented programming environment.
- Proficient in game development engines and development of custom game engines to create unique game programming projects.
- Excel with level-based game development and environment design while ensuring high quality player experience.
- Trained in Agile Methodology and have trained teams with multiple different team-building exercises.
- Aptitude for remaining focused and flexible when project deadlines may change while prioritizing needs for on-schedule project completion.
- Experience with art direction and development of original game assets with related software.

Technical Skills

- Languages and APIs: C++, C#, Swift (iOS), OpenGL, DirectX 12, XML and SDL.
- Microsoft Visual Studio, Xcode, Office, Unreal Engine, Unity 3D, Windows 10, Mac OS.
- Task Management and Version Control: Git/GitHub, GitKraken, Perforce (P4V), Jira, Trello
- Experienced with audio production software: PreSonus Studio One, Pro Tools, Audacity, and Cubase.

Education

Video Game Programming, Dean's List Student, 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: Advanced Data Structures and Algorithms, Game Engines, Console Game Development Game Production, Artificial Intelligence, and Advanced Physics.

Experience

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

- Create and modify passenger airline bookings via Amadeus GDS reservation system.
- Coaching and creating goal plans for new employees based on company needs.
- Practice 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.
- Resolve many escalated client complaints through professional and compassionate interpersonal communication, critical decision making and creative problem solving while maintaining customer loyalty.
- Experience instructing classes of 15+ employees about constantly changing quality, policy, and product updates.

2013– 2015, **General Manager**, The Red Barn Country Market, Fenella, ON

- Responsible for independently fulfilling large orders for customers and private events and same-day orders.
- Analyzed trends based on past sales to accurately predict annual spikes in product sales.
- Handled inventory control to optimize the number of incoming and outgoing products to maximize company profits.
- Frequently handled bulk alcohol shipments for time sensitive storage under WHMIS guidelines.

2013, **Apple Advisor**, Concentrix, Peterborough, Ontario

- Troubleshoot Apple computers, products, and apps in an inbound call-based environment.
- Safely handled customer specific confidential data and transference of ownership across multiple customer profiles.
- Held and exchanged leadership roles with other members in training classes with role-playing scenarios.
- Demonstrated soft-skill techniques involving patience and active listening for optimal customer interactions.

Volunteer Experience

2019 – 2022, **Private Tutor**, Toronto, ON

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