

LAURENCE SMITH

Game Programmer • Software Engineer • Educator & Program Coordinator • IT Professional

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Game Programmer & Software Engineer with proven experience **designing, teaching, and managing interactive projects for children**. Skilled at leading cross-functional teams, coordinating production workflows, and delivering inclusive, engaging games. Adept at translating complex technical concepts into accessible, age-appropriate experiences.

Core Skills

Technical: Unity Engine, Unreal Engine, Roblox, C#, C++, Python, JavaScript, HTML/CSS, Git, Perforce, Visual Studio, Blender, Photoshop

Production & Tools: Project Management (Trello, Jira), Google Workspace, Agile product management methods

Specialties: Child-Centric Game Design, Curriculum Development, Team Leadership, Inclusive Design, Mentorship & Youth Engagement

Professional Experience

Program & Curriculum Coordinator

Code Ninjas Markham | 2024

- Managed **curriculum design and delivery** for coding and game development programs for children aged 7–17.
- **Led a team** of instructors, overseeing scheduling, training, and performance feedback.
- Coordinated multiple projects simultaneously, ensuring alignment with educational and creative goals.
- Integrated game design principles into lessons, fostering creativity, problem solving, and collaboration among students.
- **Maintained communication** with parents and stakeholders to ensure program satisfaction and continuous improvement.
- **Managed** a performance-driven online marketing platform, using KPIs to **identify opportunities and expand the customer base**. **Maintaining** the company as the **#1 franchise** in the system by revenue.

Coding Instructor

Code Ninjas Markham | 2022 – Current

- Teach coding fundamentals, game design, and development using platforms such as Unity and Roblox Studio.
- Provide **iterative feedback** to students on gameplay mechanics, level design, and storytelling.
- Adapted teaching methods to suit different learning styles and skill levels.
- Encouraged teamwork and peer-to-peer learning through collaborative projects.

Freelance Mobile developer [NDA]

University of West Indies | 2019 - 2023

- Had direct influence of **UX Design and back-end technical features**
- Evaluated client requirements, advising on design and technical needs
- Managed **software maintenance**.

Central Poll Supervisor

Elections Canada & Elections Ontario | 2019, 2021, 2022, 2025

- Directed operations for **the largest polling station in the country**, serving over **20,000 voters** during federal and provincial elections.
- Coordinated logistics, hundreds of staff, and reporting to ensure smooth, timely poll operations.
- Managed a team of election staff, ensuring compliance with all procedures and maintaining **strict security of sensitive documents and ballots**.
- Resolved voter concerns efficiently, providing clear guidance and maintaining a positive voting experience.

Jr. NBA Coach, Summer Camp Counselor

Jack & Pat Kay Centre Camp | 2017, 2018

- Organized and **coached dozens of children** through basketball and other outdoor sport activities.
- Taught the fundamentals of basketball through self prepared drills.

Game Projects

Monster Mystery | 2023 (STEAM) | <https://tinyurl.com/MonsterMystery>

Network Programmer, UI Programmer, Audio Programmer, Gameplay Programmer

- Rebuilt and refactored network code involving: Server Travel, Lobby matchmaking, and End game Scenarios
- Implemented audio designed by a team of audio engineers
- Rearchitected multiple gameplay functions such as player death & player onboarding.
- Ported the game over to Unreal Engine 5

For more information on unreleased projects feel free to ask.

Game Jams (See portfolio or ask for more information)

- **Global Game Jam 2021** Generalist Programmer
- **GreenLight Jam 2022 [HCS: Impenetrable]** Director, Producer, Gameplay Programmer, Audio Programmer
- **Coco Code Game Jam 2025 [Poison Index]** Game Designer, UI Programmer
- **GMTK Jam 2025 [L[∞]py]** Game Designer, Gameplay Programmer

Education

George Brown College – Advanced Diploma, Game Programming

- Coursework: Game Engines, Tools & Languages, Production Workflows, Game Design Principles

Google I.T. Support Specialization (2025) | A+ I.T. Certificate (in- progress)