

LAURENCE SMITH

GET IN CONTACT

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PERSONAL PROFILE

A Game/Mobile applications programmer looking to explore and grow the medium of entertainment at the cross section of technology and art. Working to create the next great interactive experiences.

TOOLS & LANGUAGES

- Unreal Engine / Unity Development
- Fluent in C++ and C#
- Working knowledge of JavaScript, Swift and Python
- Data Structures and Algorithms
- Development with graphics API's such as Open GL and DirectX12
- Game networking protocols
- Experience with REST API's and AWS services
- 3D Math Skills
- 2D Physics Engine development
- Experience with VR & AR SDK's
- Mobile Development Profiling
- Git & Perforce
- Trello/ Jira Project management tools
- Experience with Agile product management methods

SOFT SKILLS

- I embrace leadership opportunities
- I am collaborative by nature
- An active listener always looking to improve my communication skills.
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WORK EXPERIENCE

CODING INSTRUCTOR

CODE NINJAS MARKHAM | NOVEMBER 2022 – PRESENT

- Teach more than 50 students between the ages of 6 – 13 various tools, languages and programming concepts
- Unity/C#, JavaScript, Python, Scratch, Roblox/Lua, LEGO EV3 Programming
- Guide students through debugging and extending over 100 different projects.

FREELANCE MOBILE DEVELOPER [NDA]

UNIVERSITY OF WEST INDIES | 2019 – PRESENT

- Have direct influence of UX Design and back-end technical features
- Evaluate client requirements advising on design and technical needs
- In charge of software maintenance.

CENTRAL POLL SUPERVISOR

ELECTIONS CANADA | 2019, 2021, 2022

- Effectively ran the largest poll in the country, with over 20,000 people
- Handled sensitive documents and ballots with great attention to detail
- Managed electors. and aided with a variety of concerns

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.

GREENLIGHT GAME JAM 2022 (ITCH.IO) |

GAME DIRECTOR, LEAD PRODUCER, AI PROGRAMMER, AUDIO PROGRAMMER, REPOSITORY MANAGER

- Directed a team of 6 through Pre-Production, Prototyping, Production, & Polish.
- Coordinated and delegated with Art Producer on Design Docs & Trello Jobs.
- designed and constructed A.I. using Unreal Engine A.I. Behaviour Trees.

IGDA GLOBAL GAME JAM 2022

LEAD GAME DESIGNER, GAMEPLAY PROGRAMMER, LEAD PRODUCER, AUDIO PROGRAMMER, REPOSITORY MANAGER

- Worked on core gameplay systems and functionality.
- Maintained and provided team support for GitHub Repository
- Played a lead role in Design decisions and execution.

EDUCATION HISTORY

GEORGE BROWN COLLEGE

- Game Programming (2017-2022)
- Led teams as a producer managing project management tools
- Adapted to multiple tools, languages and workflows
- Proved creative at finding solutions on the fly