

NICHOLAS NG-A-FOOK

OBJECTIVE To obtain a senior programmer position in an organization that can utilize my skills for both the benefit of the company and for my internal growth as a programmer

SKILLS & ABILITIES Known technologies:

- C++
- C#
- Unity Vive SDK
- Actionscript 3
- Javascript
- HTML 5
- JIRA
- Confluence
- XNA
- MS Word & Excel
- Photoshop
- Inkscape
- Blender
- MagicaVoxel
- Unity2D & 3D
- Futile2D
- Flash
- Windows Mobile
- Adobe Air
- SQLite
- XML
- JQuery
- JSON
- CSS
- DirectX
- DOT Net

EXPERIENCE

LIFTLOCK STUDIOS

August 2016 – present

Worked as a Lead Developer consultant in Unity3D (C#) for a to-be announced PC title.

CREAM PRODUCTIONS

380 ADELAIDE ST WEST, TORONTO, ON M5V 1R7

September 2016

Unity Vive Developer

Worked on a one month contract for a proof of concept Virtual Reality experience for one of their TV licenses, using Unity3D (C#)

YELLOWBEAR STUDIOS

181 CARLAW AVE #251, TORONTO, ON M4M 2S1

September 2015 – March 2016

Lead Mobile developer in house. Responsible for managing a small team of devs on contracts for a couple of social/kids games. Worked in Unity using C#, with GameSparks for cloud and server communication.

GAMELOFT INC.

72 FRASER AVE, SUITE 200. TORONTO, ON. M6K 3J7

August 2013 – August 2015

Flash Scriptor

Responsible for the frontend/UI experience of their 2016 game Disney Magic Kingdoms. Worked primarily with Adobe Flash and Actionscript 3.

INDIE DEVELOPER

August 2012 – August 2013

Worked on contracts, developing games for private companies.

EDUCATION

TRIOS COLLEGE

425 BLOOR ST E, TORONTO, ON M4W 3R4

Degree in Video Game Development and Design.

- Received the CCO 2014 Award for Outstanding Graduate in the IT category from Career Colleges Ontario.
- Graduated Summa Cum Laude and Valedictorian of the 2012 graduating class.
- Earned the Director's award and perfect attendance award.

COMMUNICATION

Enjoys working with devs to solve issues and problems, and to figure out the best course of action for the project's successful completion.

LEADERSHIP

Understands how to delegate and use the individuals on the dev team's strength for the best interest of the project.

REFERENCES

ROBERT FRENCH

TRIOS COLLEGE

INSTRUCTOR

LIFTLOCK STUDIOS

DIRECTOR

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