

Emory Wynn

Programmer

Creative, jovial, and strives to make the impossible possible. Motivated To learn new things and put all my knowledge and talent to good use.

Contact Information

Email

emorywynn@gmail.com

Phone

(905) 440-6716

Date of birth

19 Jun, 1999

Nationality

Canadian

Link

Portfolio: <https://emfresh.github.io/EmoryWynn/>

Education

Oshawa, On
Sep 2017 - Jan 2023

- Bachelor of Information Technology (Honours)

Ontario Tech University

Digital Diploma:

<https://www.parchment.com/u/award/7f1d53eee4dc97a965457a8d7ce0e818>

Brooklin, On
Sep 2013 - Jun 2017

- Ontario Secondary School Diploma

Brooklin Highschool

Skills

Unity

C#

C++

Object Oriented Programming

Game Engines

Teamwork

Problem-Solving

Game Design

Version Control

Projects

GameEmGine (OpenGL)

2018 - Present

Summary:

- A Game Engine/Framework using C++, made for my second year of university.
- Used for making a 3D team-based multiplayer game.

Team Size: (Engine)Solo, (Game) 7

Roles:

- Backend Programming
- Shader Programming
- AI Logic (Game)

Obelisk (Unity)

September 2019 - April 2020

Summary:

A team battle networked multiplayer

Team Size: 7

Roles:

- Gameplay Programmer
- Audio Designer
- Network Programmer

AnimeTogether

2019 - 2020

Summary:

- This is a remote networking project that allows for video streaming. This project uses Unity with programming in C#.

Team Size: solo

Roles:

- Network Programming
- Native Plugin Creation