

SNOW SILVERFIELD

GAME DEVELOPER



ABOUT ME

- Software Engineer with a passion for Game Dev and Gameplay Programming
- Worked in a Major AAA Game, and in over 5 project games
- Ability to quickly pick up and use new languages, tools, processes, and concepts



PROFESSIONAL GAME EXPERIENCE

SOFTWARE ENGINEER — EA

Nov. 2018 - July 2021

FIFA 20 Automation — C#, Java, Perforce, Jenkins

- Worked to maintain and deliver automation script requests.
- Developed prototypes to help partners use the team's tools.
- Created and reviewed feature briefs that outlined script requirements.
- Increased stability and integrity of code by participating in code reviews.
- Improved the quality of the code by labeling and prioritizing tech debt.
- Presented knowledge sessions to partners and the rest of the team.



ACADEMIC EXPERIENCE

GAME DEVELOPER — PROJECT NEBULA

Apr. 2023 - Present

ARPG prototype to demonstrate convoluted game mechanics — Solo project; UE 5

- Learned the Unreal Gameplay Ability System (GAS) framework and used it to develop game mechanics.
- Implemented gameplay abilities that are player modifiable via the use of "augments".
- Attained dungeon versatility by implementing procedural room generation.

LEAD ENGINEER— BLUE DEMISE

Sep. 2022 - Dec. 2022

A custom built Game Engine — Team of 12; C++; OpenGL; Vulkan; EnTT.

- Managed a team of 12 students to develop a game engine from scratch.
- Designed the core architecture of the engine.
- Implemented ECS using EnTT, and developed serialization to save engine data.
- Helped with the development of the rendering pipeline and shaders.
- Created a small scripting interface for designers in C++.
- Co-Developed a small game to showcase the engine and its features.

GAMEPLAY PROGRAMMER— CHROMALIFE

June 2016 - Sep. 2016

A 2D platformer rich with narrative and engaging puzzles — Team of 6; GM

- Implemented Game mechanics such as: Color Change (affects collision and Deooks of objects), platforming, puzzles, events, pause, and volume change.
- Designed and Implemented the game UI.
- Analyzed gameplay, playtests, and surveys to improve the quality of the game.



OTHER PROJECTS

Digit Recognition	Neural Network made to recognize hand-drawn digits	C#, no libraries used
Image Morpher	App that morphs two images into one	Java; Android Studio
Overcooked	A food-share web app that diminishes food waste	Team of 5; Web
Colors	Mobile 2D block-slide puzzle gam	Game Maker
MDA web app	Web app developed for MDA.	Team of 4; C#; Web



EDUCATION

BACHELOR OF TECHNOLOGY

2021 - 2023

British Columbia Institute of Technology

Courses Included: Game Dev. Unity; Linear Algebra; Advanced games Architecture; Advanced Algorithms; Advanced Games Programming; Artificial Intelligence

COMPUTER SYSTEMS TECHNOLOGY

2016 - 2018

British Columbia Institute of Technology

Courses Included: Object-Oriented Programming; Discrete Mathematics; Web; Computer Graphics; Algorithm Analysis and Design; Digital Processing.

GAME ART AND DESIGN

2014 - 2016

Art Institute of Vancouver (Now LaSalle)

Courses Included: Game Design; Level Design; UI Design; Documentation; QA; Unity; Unreal Engine 4; UDK; Game Scripting



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PORTFOLIO SITE

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SKILLS

PROGRAMMING

C++

C#

C

PYTHON

JAVA

OPENGL

VULKAN

WEB

GAME ENGINES

UNREAL

UNITY

GAME MAKER

CUSTOM C++

TOOLS

GIT

PERFORCE

JENKINS

JIRA

DOCUMENTATION

CONFLUENCE

GOOGLE DOCS

MICROSOFT OFFICE