

Glen Watkinson – Unity Developer

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647-861-6754

Technical Skills

- Unity3D, Plugin Integration, iOS and Android builds, VR
- Programming Languages: C#, C++, Objective C, Java, JavaScript

Titles

- **Proxima Command** - Programmer/Development lead
 - A live action role-playing starship simulation game.
 - <http://proximacommand.com/>
- **Magic Window** – Programmer
 - Interactive frost advertisement on display at Sherway Gardens.
- **My Heart Mate** – Programmer
 - <https://myheartmate.com.au/>
- **Space Blocks** – Programmer/Designer
 - <https://www.youtube.com/watch?v=rHFRfICzzi8>
- **Dan Bilzerian's Blitz Poker** – Programmer/Designer
 - <https://blitz.poker>
- **Big Time – Win Cash Playing Free Games** – Programmer
 - <https://www.winrgames.com/wgw/>
- **Beat Bite** – Programmer/Organizer
 - <https://itunes.apple.com/us/app/id936526741>
- **Retro Runner: Princess Power** – Designer/Programmer/Organizer
 - <http://www.retrorunnergame.com>
- **Max the Cat** – Programmer
 - <http://www.mobile.familypastimes.com/play-max/>
- **Heli Control** – Programmer
 - <http://www.stratumgames.com/helicopter>
- **Floppy Birds (and other Flappy Bird clones)** – Programmer
 - <https://play.google.com/store/apps/details?id=com.rexrock.flappyford>
- **Winsome** – Programmer
 - <http://www.winsomeapp.com/>
- **Stardom: Hollywood** - Programmer
 - <http://www.youtube.com/watch?v=-2ykYkqsl8c>
- **Crack UP: Mayan Mayhem**- Designer/Programmer/Organizer
 - <http://www.youtube.com/watch?v=a4lhxhKE98w>
- **Easter Break**- Designer/ Programmer/Organizer
 - <https://itunes.apple.com/us/app/crack-up-easter-break/id517116632>

Education

- Post-Graduate Certificate in Game Design, George Brown College
- Bachelor of Mathematics, University of Waterloo

Work Experience

- **Stratum Games** – Programmer/Designer/Producer/Owner (Jan 2012 – Present)
 - Manage a small team of indie developers focusing on mobile games including our own IP and freelance projects.
 - Do all of the programming and much of the design work using Unity and C#.
 - <http://www.stratumgames.com>
- **Freelance Unity Developer** (Nov 2013 – Present)
 - Assist clients in the development of their games using Unity.
- **Winr Games** – Unity Developer (July 2014 – March 2015)
 - Developing many small games for our upcoming platform.
 - Designed and implemented our own custom ad mediation platform.
 - Rapid prototype various concepts.
- **Blammo Games** - Programmer (Sept 2012 – Sept 2013)
 - Worked as a programmer on Stardom: Hollywood using C++ updating and fixing bugs as appropriate.
 - Responsibilities included the quest system, the chat system, the slide-in menu system, the casino games, AdColony integration and many others.
 - Worked on improvements to the Blammo framework.
- **George Brown College** - Peer Tutor (March 2012 - May 2012)
 - Prepared and presented C# tutorials with Unity.
- **IBM Cognos** – Technical Analyst (Sept 2008 – Dec 2008)
 - Supported customers in the use of IBM Cognos 8 BI.
 - Served to troubleshoot potential bugs.
 - Aided in rebranding of Cognos documents.
- **Awareness Canada** - Web Application Developer/Quality Assurance (Jan 2008 - May 2008)
 - Tested and fixed a number of bugs on client websites.
 - Made changes to the Awareness platform.
- **KPMG LLP Canada** - Student Programmer (May 2007 - Sept 2007)
 - Created new sites and updated old ones.
 - Performed updates with and instructed others in the use of Microsoft Sharepoint.
 - Worked with Documentum ERooms to create a parts database.
- **Ontario Ministry of Community Safety/Correctional Services** - Internet/Intranet Developer/Designer (May 2006 - Aug 2006)
 - Created and fixed various websites.
 - Aided in the company-wide implementation of Microsoft Sharepoint