

# Bryan Winters

## Game Developer/Programmer

[99 Harbour Square, Toronto, Ontario, M5J2H2]  
cell[647-454-1689]  
[bryan.winters@hotmail.com]

### TECHNICAL SKILLS

- Unity (2017.x, 5.x)
- Unity Libraries (Textmesh Pro, I2 Localization, Fabric, Prime31, Firebase etc...)
- C#, Objective C, lua, HAXE, Actionscript 3
- Cocos 2D, Flambe, Flash CS6, Construct 2, MOAI
- Monodevelop, Visual Studio, XCode
- Sourcetree, GitHub, Git, Tortise SVN, Plastic SCM, Perforce, BitBucket

### OTHER SKILLS

- Experience working in a collaborative team environment as a team member and project leader
- Experience as a game designer (idea generation and documentation)
- Experience working with content creators and adapting licenses to various game environments
- 20+ apps delivered to a variety of app stores (iOS, Google Play, Amazon)
- Experience developing premium and freemium apps for mobile environments
- Strong communication skills
- Strong passion for all aspects of games and game design
- Ability to learn and adapt to new challenges quickly and effectively

### EMPLOYMENT

(Aug '15 – Present)

**Boat Rocker Media - Digital (Games)**  
595 Adelaide Street East, Toronto, ON M5A 1N8  
**Software Developer**

(Oct '10 – July '15)

**DHX Media Ltd. (Toronto) - Interactive**  
207 Queens Quay West, Suite 550, Toronto, ON M5J 1A7  
**Mobile Developer/Programmer**

### EDUCATION

(Sept '06 – April '10)

**University of Ontario Institute of Technology**  
2000 Simcoe Street North Oshawa, Ontario  
Bachelor of Information Technology with Distinction (Honours)  
Game Development and Entrepreneurship

### NOTABLE PROJECTS

(Jan '16 – March '17)

**Orphan Black: The Game (2018 Canadian Screen Award Nominee)**  
Mobile puzzle game based on the Orphan Black TV series  
**Responsible For:** *Project Lead, Lead Programmer, Tools developer*

(Sept '14 – July '15)

**Piko – Family Friendly Videos for Preschoolers and Toddlers**  
iOS preschool video subscription service with interactive minigames  
**Responsible For:** *minigame integration, general programming/bug fixes*

(Jan '14 – Sept '14)

**The Doozers Mobile Games**  
Suite of 4 mobile games based on 'The Doozers' animated TV show  
(Doozer Creek, Doozer's Solve It, Doozer's Podmobile, Doozer eBooks)  
**Responsible For:** *lead game design/programming, unified menu system, updates*

(July '13 – Jan '14)

**Inspector Gadget M.A.D Grab**  
Endless runner game for iOS based on the 'Inspector Gadget' Franchise  
**Responsible For:** *project lead, core game structure/gameplay programming*

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**References: Provided upon request**

[All information is personal and confidential – Current employers should not be contacted without permission]