

# DARREN YAM

Game Programmer

## CONTACT

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## SKILLS & TOOLS

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C Sharp	Unity
HTML/CSS	Unreal Engine 4
Java	Xcode
C++	Android Studio

## ACADEMIC BACKGROUND

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### Game Programming, Ontario College Advanced Diploma

George Brown College  
Class of 2019

## WORK HISTORY

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### Game Programmer Intern

George Brown College, July 2019 to Present

- Used Unity to create 2D RPG, "Hell of a Boss" featuring an open-world map, interactive NPCs, and multiple levels.
- Within a wider team, used source control to organize and manage the project.
- Demonstrated the ability to work both individually and collaboratively.
- Responsible for completing tasks before weekly deadline.

## PROJECTS

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### UI Designer & Game Programmer

Othello | iOS mobile game

A recreation of the classic board game, Othello. Programmed using the coding language Swift. The game features two modes, a single player mode where the player faces off against an AI or a multiplayer mode where you can play against another person. Now available on the App Store.

### Game Programmer

Tokyo Dash | PC game

An infinite runner game created through Unity. The game's objective is to survive as long as possible while avoiding the obstacles in your path. As the game progresses, the player begins to speed up requiring the player to react faster to achieve the highest score as possible.

### UI Designer

Nightmare Invaders | Browser game

A tower defense game developed through HTML. The game features multiple levels and new enemies are introduced with each level. As the game progresses, players face off against stronger enemies as new turrets and weaponry are added to the armory.