

Ford Marklew

68 Torrens Ave • East York, ON • M4K 2H8
647-233-7313 • fordmarklew123@gmail.com
www.fordmarklew.ca • [linkedin.com/in/ford-marklew](https://www.linkedin.com/in/ford-marklew)

Objective

I am a passionate and adaptable Unity programmer, focused on growth and problem solving. I am seeking an exceptional experience where I will be part of a dynamic team working on various challenging projects. I aim to apply and improve my programming skills working within a team environment to create polished user experiences.

Summary of Qualifications

- Extensive knowledge of Unity Development (C#)
- Experienced with Virtual Reality integration (Steam VR and Oculus SDK)
- Experienced with Mobile development and optimization
- Familiar with shaders, particle systems within Unity
- Experienced with Unity editor scripting and property drawers
- Ability to quickly prototype proof-of-concepts
- Knowledgeable of HTML and CSS languages for web development
- Experienced with script optimization
- Experienced with source control (GitHub, Unity Collab)
- Experienced with building digital infrastructure
- Ability to self-learn and quickly adapt, self-reliant and motivated
- Excellent collaborative and communication skills, team player
- Familiar with Jira, experienced with agile development pipeline
- Experienced with Object-Oriented Programming (OOAD, OOD, and OOP)
- Familiarity with Javascript, Java, Go, Python
- Creative problem solver
- Ability to take criticism and direction
- Detail oriented and efficient, highly organized

Relevant Games Industry Experience

Scopely - Tiki Solitaire TriPeaks [Live]

Senior Unity Developer - Mobile

Toronto, Ontario

Nov 2022 - current

- Worked in Unity to develop and implement features for live game
- Architected features from the ground up
- Developed and upgraded various packages for game integration
- Worked within a team environment to deploy bug fixes to live issues

Facebook - Reality Labs [Research]**Toronto, Ontario***Software Engineer - PC**Sept 2021 - Oct 2022*

- Worked with researchers to integrate ML models into VR environment made to demonstrate proprietary technology
- Iterated on machine learning algorithms developed by research teams
- Reworked networking flow for package to be more streamlined and optimized
- Tailored experience and followed UX recommendations from design team

Timeplay - Timeplay @Home Games Suite [Released]**Toronto, Ontario***Developer - Mobile/PC**Nov 2020 - Sept 2021*

- Worked with complex tech stack to deliver a high quality at home streaming experience
- Handled in-depth networking and working with many concurrent users, harmonizing data
- Developed improved game prototype iterating over older code base
- Worked with GoLang, Javascript (Phaser), Unity and C#

Shaftesbury - WREST [Released]**Toronto, Ontario***Developer - Virtual Reality - PC/Steam VR**Nov 2019 - Oct 2020*

- Worked within existing systems to create combat scenarios, dialogue and event chains
- Created and worked with systems in game to deliver a narrative driven experience
- Extensive testing and bug fixing post-release

Shaftesbury - Bubble Bloom [Released]**Toronto, Ontario***Developer - Virtual Reality/Mobile - PC/Oculus SDK**Nov 2019 - Mar 2020*

- Worked with responsive AI to create tailored experiences for users
- Developed extensively with UI in virtual reality
- Created rapid prototypes for testing game design ideas
- Rebuilt the game in VR, then adapted the virtual reality aspects of the game to function on mobile

Centennial College, Artscape - Immersed VR [Released]**Toronto, Ontario***Developer - Virtual Reality - PC/Steam VR**Nov 2018 - Nov 2019*

- Worked with virtual reality software
- Worked with in-game and diegetic UI
- Created an experience directly from user stories, working to make their visions come to the virtual reality platform
- Worked directly with 3D modelers, advising, and implementing assets
- Showcased at Daniels Spectrum and Nuit Blanche

Personal Projects

Apocethary Games - Avialon Tactics

Toronto, Ontario

Programmer - PC

Sept 2019 - Dec 2019

- Implemented grid-based mechanics, turn-based strategy mechanics, and RPG systems such as level, stats and scaling.
- Also designed and prototyped major mechanics for the game, such as the level up system featuring new abilities
- Worked extensively with editor scripts to make character creation and ability prototyping efficient and user friendly

Drop Dead Studios - Grave Mistakes

Toronto, Ontario

Lead Programmer - PC

Sept 2019 - Dec 2019

- Implemented 3D platformer mechanics, efficient save data, and 3D hazard system.
- Also responsible for optimization, custom shaders (GPU optimization), and particle systems.
- Lead a small team of programmers, directing and assisting when necessary

Education

Centennial College - Game Development Diploma with High Honours

East York, ON

2017- Apr 2020

- Relevant skills include Unity development with c#, game optimization, game design, game design document creation (editing and additions), self-learning, project management, Adobe CS, and 3D math
- Awarded by Centennial College for best student in Game Development and Design

York University - BA History with Honours

North York, ON

2013-2017

- Relevant skills include the abilities to learn, manage time, manage work, work in groups, and self study