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| Justin Haimila | 14115 63 StreetEdmonton, T5A1R6**(780) 721-0846****haimilajustin@gmail.com****Justinhaimila.com** |
| EXPERIENCEKeywords, Edmonton — *Development Support*May, 2020 - May, 2022Utilized strong analytical skills, time management, and game knowledge to run test cases to ensure that project standards were being followed and goals were being met. Communicated issues found with team members and collaborated to resolve them.Used JIRA to track issues and tasks.**Other Tasks**Frontend Developer - 6 months* Used Figma to design web pages
* Used the Angular framework to implement designs
* Used Git for version control

Trainer* Assisted with planning training
* Wrote training documentation
* Ran training for new and transitioning employees

EDUCATIONNorthern Alberta Institute of Technology, Edmonton— *Diploma in Software development*September 2016 - April 2018I got a diploma in software development where I learned the fundamentals of programming and technology management. I learned how to develop apps for .Net, android, and IOS.PROJECTSMass Effect Legendary EditionI was additional development support. My primary role was to assist with testing the game to ensure it was meeting project goals across multiple platforms. I was on the project from beta to post release patches.Unreleased Bioware TitleI was developer support. This was my primary project I was on. I was responsible for testing the game to make sure that it was meeting project goals across multiple platforms. Additional tasks I took on was assisting with onboarding new team members. I was on this project for 2 years from pre-production to just before Alpha.Industry Island— *Mobile Game*Available on [Google Play](https://play.google.com/store/apps/details?id=com.EnB.IndustryIsland)Industry Island is an android mobile game available on Google Play. I was a game designer, 3D artist, programmer, and quality assurance tester.Untitled Portfolio Project— *PC Game*Available on [GitHub](https://github.com/JHaimila/UntitledPortfolioProject) or [Demo Video](https://youtu.be/TpcUYXwj7Q8)This is a fixed camera action role playing game that follows a person who has to get to town. You have to help someone and fight bandits to get to town. I was a programmer, designer, level designer, and quality assurance tester.Move Manager— *Tool*Available on [GitHub](https://github.com/JHaimila/MoveManager)Move Manager is a tool for viewing, creating, and updating the various moves in a basic rock, paper, and scissors game. I made the tool in Unity’s UI Toolkit.Dialogue Editor— *Tool*Available on [GitHub](https://github.com/JHaimila/DialogueSystem)The Dialogue Editor is a tool I made using Unity’s UI Toolkit. It is a node-based tool where each node is a dialogue line with the ability to add conditions, enter/exit actions, and add player choices.  | SKILLS* C#
* Unity
* Angular
* Typescript
* Python
* HTML
* CSS

GitJIRAPerforceFigmaPhotoshopIllustratorReferencesRaluca Gill Phone number: 6045375961 or 6044561616Email:rgill@keywordsstudios.com |
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