FRED DUFFIELD

GAME DESIGNER AND PROGRAMMER

ABOUT

Born and raised in England – now living in Ontario, Canada studying Game Design at Sheridan College. A strong and professional team member with experience in studio environments, high pressure roles and creative problem solving for valued clients. A fast learner with a determined work ethic and a love of trying new things.

EXPERIENCE ----

Wero Creative, Oakville, Ontario May 2022 - September 2022

Game Designer and Programmer

Designed and implemented a fully operational online integrated puzzle game based on employers request. Using a web database the game can be fully customized, including over 10 custom minigames and online multiplayer functionality.

EcoGames, Oakville, Ontario January 2022 - April 2022

Programmer

Collaborated with a larger team to create a functional and engaging educational game for several university programs in Southern Ontario. Personally desgined and implemented multiple UX focused mechanics including data representaion in the form of live-updating heatmaps and graphs.

Code Ninjas, Oakville, Ontario July 2021 - May 2022

Coding Instructor

Led classes online and in-person to facilitate the learning of multiple students with a wide range of skill levels.

Happy Finish, London, England June 2018 - January 2019

Worked in-person as part of a large team, creating multiple graphics used in pitches for high value clients as well as colaborating on VR and AR projects.

EDUCATION

Honors Bachelor of Game Design

Sheridan College, Oakville, Ontario

RELATED EXPERIENCE

Freelance Graphic Design

Effectively developed multiple graphics for creative agencies WMA and LXL, used in pitches for Netflix and Amazon.

Game Jams

Successfully led and collaborated on multiple game jams, working in a variety of roles to create games of all types.

REFERENCES -----

ejevans@phantomcompass.com

Head of Production for Phantom Compass

Adam Clare

adam@werocreative.com

Co-Founder and Lead Game Designer for Wero Creative

SOFT SKILLS

Communication Leadership **Creative Facilitation Project Organization** Time Management Creative Problem Solving

TECHNICAL SKILLS

Game Design **Gameplay Programming** Systems Programming Rapid Prototyping UI Design and Implementation Technical Art Level Design

PROFICIENT WITH

Unity Game Engine Visual Studio Git Hub Arduino IDE Blender Adobe Photoshop Adobe Premier Pro

LANGUAGES

C# **JavaScript** HTML + CSS C++ **PHP** SQL