

JohnLee Cooper

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Summary of Qualifications

Experience designing, prototyping, and building games in teams and independently. Comfortable working on 2D, 3D, and physical games in a variety of engines and programs. Enjoys designing systems, mechanics, narratives, levels, ui, and everything else.
Can clearly relay my ideas with writing, sketching, orally, and with prototypes.
Always happy to learn new tools and strategies.

Education

Honours Bachelor of Game Design
Sheridan College 2015-2019
GPA 3.81/4.00

Personal Experience

- IGF 2020 honorable mention for "*Trail Mix*"
- Games showcased in "Pixels x Paper"
- Contributed to Rami Ismail's Meditations
- I love game jams! (TOjam, Global Game Jam, Ludum Dare, etc.)

Skills

- Design Documentation and diagrams
 - Agile development
- Programming and testing techniques
- Clear Communication

Professional Experience

Splashworks.com Inc 2019-2020

- Unity & Phaser game developer
- Developed and shipped commercial mobile games and browser HTML5 games for clients

Oddbird Studio 2018

- Game design and programming

Mooredale Day Camp 2016,2017

- Teaching children Game Maker and Lego Robotics

Tools and Languages

- Unity, Unreal, Phaser, Puzzlescript
- Maya, Photoshop, Git
- c#,c++,python, javascript,php
- Slack, Visio, Trello, Excel