

JW Dmitri Kazanecki

Game Programmer

+1 570-814-7428 | jwdmitrikazanecki@gmail.com | [linkedin.com/in/jwdmitrikazanecki/](https://www.linkedin.com/in/jwdmitrikazanecki/)
www.jwdmitrikazanecki.com | Montreal, Quebec, CA

Technical Skills

Languages

Proficient: C++, C#

Knowledgeable: C, Javascript, Python, HLSL, PHP, HTML5, CSS 2.1, AS3

Tools

Unreal Engine // Unity Engine // Visual Studio // SVN // Mercurial // Git // Jira // Vuforia // Raknet

Game Development Skills

Experience working with Multi-Programmer and Multi-Discipline Teams// Adaptable to New Tools // Interest in New Technologies // Strong Communication Skills // Agile Based Work and Management Experience

Relevant Experience

Signal Space Lab, Montreal, QC, CA

May 2018 - Ongoing

A Paper World || Gameplay Programmer

July 2018 - Ongoing

Engine: Unity C#

- Mobile AR educational game with the focus on teaching children origami folding.
- Developed for the target platform of iOS.
- Focused on creating the core game loop state machine, manager Singletons and the encapsulation of Vuforia components.
- Created many of the UI panels that are used in the games origami folding instructions.
- Worked under the guidance of senior programmers to build the game from the ground up.

Afterlife|| Gameplay Programmer

August 2018 - Ongoing

Engine: Unity C#

- Narrative VR interaction film that uses live action 360 video, and player choice to influence the story right in front of the viewer.
- Developed for PC(Oculus Rift), and Mobile (Oculus Go, and Gear VR).
- Created the core systems of the project from beginning to end, such as the video manager to help manager the 360 video, the “Gaze Control” system for the viewer to affect the film, and the player data persistence.
- Worked on many smaller systems, such as menus, Oculus IAP, audio, and organisation of data for mobile devices.

Mel’s Wake || Gameplay Programmer

May 2018 - August 2018

Engine: Unity C#

- Narrative VR experience that uses live-action 360 video and “Gaze Control” to allow the player to see more of the story.
- Developed for PC(Oculus Rift), and Mobile (Oculus Go, and Gear VR).
- Came on to the project to refactor the code that was being used in order to create a stable base for improvement.
- Added gamified elements such as stat tracking, player save game, and multiple playthroughs with different content.

Education

Champlain College, Burlington, VT, USA

Aug 2013 - May 2017

Bachelor of Science in Game Programming

Semester Abroad at Champlain College, Montréal, Québec Campus