

# Emerson Simmonds

## Game Designer

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Passionate about creation and learning. Love working with new teams and meeting new people.



## Work History

### Sep 2021 - VR Game Developer

Apr 2022 *OpenGenLab, Toronto, ON*

- Working with experts in the fields of Education and Biology to create and launch a game-based learning application.
- Maintaining co-ordination between the coding and 3d modelling teams.
- VR Programming with OpenXR and the Quest 2.
- Working on UI/UX and user centered design.
- Documentation/Project management tools.

### Apr 2021 - Software Developer Intern

Oct 2021 *CAST Group of Companies Inc., Toronto, ON*

- Working with the team to figure out goals and implement new features collaboratively.
- Fixed main overshoot bug, brought 4 second latent tracking up to virtually realtime tracking using new network protocol.
- Communicating about needs with clients and working with them to update the software in a mutually beneficial direction.
- Documentation, Version control, timesheet accounting.
- Communicating with management about progress and deadlines.

### Nov 2020 - Freelance Unity Game Designer

Apr 2021 *Self-Employed, Toronto, Ontario*

- Being accountable for logging time and staying motivated working solo.
- Communicating with employers about product needs and deadlines.
- Prototyping concept for employer in Unity.
- Networking with Photon Pun 2.
- 3D Modelling, Texturing and Rendering.
- Organizing time through Gantt charts and Trello.



## Education

### Sep 2018 - Bachelor of Game Design

Apr 2022 *Sheridan College - Oakville, ON*

- Graduated with Honors