Miles Lepine

Programmer "*&&*" Tools Developer

(204) 641-1530 ☎
milenlepine@gmail.com ✉
www.mileslepine.com 🌐
ca.linkedin.com/in/mileslepine/ 🔗
30 2nd Avenue, Gimli, ⌂
MB, Canada, R0C 1B0

Goal

I have a passion for gameplay programming and am looking for a challenging role where I can continue to learn and apply my skills on a great development team.

Education

Vancouver Film School Game Design Program   **Feb. 2013 – Feb. 2014**

Attended Vancouver Film School's Game Design program where I learnt about game design and was able to experience a development cycle in a team environment.

Red River College Automotive Technician Level 1   **Sep. 2009 – Nov. 2009**

Attended Red River College to take their level 1 Automotive Technician course through the Manitoba Apprenticeship program where I became a level 2 Automotive Technician.

Experience

Evergreen Basic Needs – Processing   **April 2014 – Present**

Evergreen Basic Needs (EBN) is a non-profit organization focused on serving the Interlake and other communities within Manitoba. My role at EBN is accepting any donations that come in and processing them properly before they go out into the store or to any clients.

Rails of Fury – Camera and Gameplay Programmer   **Sep. 2013 – Feb. 2014**

Rails of Fury is a 3D high speed on rails platformer developed in Unity by a team of 5 students attending Vancouver Film School's Game Design program. As the camera and gameplay programmer, I was responsible for the camera movements, positioning, and effects as well as implementing the balance feature and ragdoll feature into the game.

Woodlands – Lead Programmer   **May 2013 – Sep. 2013**

Woodlands is a 2D action adventure game developed using Flash Professional CS6 by a team of three students attending Vancouver Film School' Game Design program. My role on the team was the lead programmer in which I was responsible for implementing all the games features, sounds, animations and menus.

Chudd's Chrysler – Automotive Technician   **Mar. 2008 – Feb. 2013**

Chudd's Chrysler is a new and used car dealership located in Gimli, Manitoba. My role at the dealership was an apprentice in the Automotive Technician trade. During my five years there I learned how to work together with others on a team to diagnose and repair customers' vehicles.

Skills

o C#	o JavaScript	o Adobe Flash Professional CS6
o C++	o Unity3D	o Microsoft Office Suite
o ActionScript 3.0	o Unreal Development Kit	o Perforce

Interests

Darts, hockey, League of Legends, RPG's, hanging out with friends and learning new programming languages.