



# Miles Lepine

Gameplay Programmer “&&” Tools Developer

(204) 641-1530

[mileslepine@gmail.com](mailto:mileslepine@gmail.com)

[www.mileslepine.com](http://www.mileslepine.com)

[ca.linkedin.com/in/mileslepine/](https://ca.linkedin.com/in/mileslepine/)

545 Skeena Street, Vancouver,

BC, Canada, V5K 4P1



---

## 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

### 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's 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

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

---

## Interests

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