

Garrett Shields

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I'm an independent game developer based in Toronto. Over the past 5 years I've worked with SuperMegaQuest as the lead developer on Ancestor and Bomsy, and worked with FoxCub Games on Sega Slots and TWD Slots. I take inspiration from open source projects along with the developers that contribute to them.

SKILLS

C#, Unity, Amplify Shader Editor, Photon Bolt, Rewired

WORK EXPERIENCE

SuperMegaQuest, Markham Ontario — JULY 2015 - PRESENT

- Generalist C# programmer
- Shader programmer

FoxCub Games, Remote — JUNE 2018 - FEBRUARY 2019

- Generalist C# programmer

PROJECTS

Gruel JAN 2018 - PRESENT ([GitHub](#)) *Gruel is a collection of resources and systems needed for building games in Unity.*

- Contribution: Sole Developer
- Technologies: Unity, C#

Bomsy MAY 2016 - NOV 2017 ([Website](#)) *Windows/macOS/Linux game. Available on Steam and Itch.io.*

- Contribution: Lead Developer.
- Technologies: Unity, C#, Photon Bolt
- Networking for players / game elements
- Implemented Steamworks.NET for Steam Achievements
- Implemented a save system using JSON
- Implemented Rewired for control remapping and supporting multiple controller types
- Created all of the shaders using Shader Forge

Ancestor MAY 2015 - JUL 2019 ([Website](#)) *Mobile game for iOS and Android.*

- Contribution: Lead Developer.
- Technologies: Unity, C#

SPECIAL INTERESTS

- Cyber security
- Open source
- Linux
- Hosting game servers