

Garrett Shields

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I'm an independent game developer based in Toronto. Over the past few years I've been working with SuperMegaQuest as the lead programmer on Ancestor and Bomsy. I'm currently looking to expand my skills, and see what I can contribute to the game dev scene. I take inspiration from open source projects along with the developers that contribute to them.

SKILLS

C#, Unity, Shader Forge, Photon Bolt, Rewired

WORK EXPERIENCE

SuperMegaQuest, Markham Ontario — JULY 2015 - PRESENT

- Generalist C# programmer
- Shader programmer

PROJECTS

Cede MAR 2018 - PRESENT (Itch.io) *Early access multiplayer game for Windows.*

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

Console for Unity JAN 2018 - PRESENT ([GitHub](https://github.com)) *HUD Console is a polished, extendable console that can easily be added to your existing Unity projects.*

- 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 - DEC 2015 (Website) *Mobile game for iOS and Android.*

- Contribution: Lead Developer.
- Technologies: Unreal Engine 4, Blueprints

SPECIAL INTERESTS

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