



Bruce Havelock

Game & Tech Designer

Problem solver with 4 years of experience making games.

I'm extremely passionate about creating experiences that use the power of play to teach and motivate. I'm a self-motivated and versatile designer with a focus on user-centric design. I love tackling challenging problems in creative and collaborative ways. I'm reliable and always interested in expanding my skillset to better help my team and I reach our goals.

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 @BruceHavelock

 in/Bruce-Havelock

 BruceHavelock.com

Projects

Programmer & QA

Game Dream | Jan. 2020 - Present

Paid short-term contract

- Working directly with the owner and lead designer at a startup indie company to finish and **publish** their first **mobile game**.
- I'm working with **legacy code**, **refactoring** as necessary to **expand** the game's **functionality** and **add polish**.
- I **file reports** on found bugs as well as fix them in order to ensure functionality.

Technical Designer & Programmer

Studio Zen | Sept. 2019 - April 2020

Sheridan College Capstone Project

- Collaborated on a 6+ month Spatial VR project in a six man team using the Oculus Quest.
- I programmed most of the project's backend, such as designing and implementing an API wrapper to handle peer-to-peer networking for my teammates.
- I organized and compiled project documentation, such as providing instructions to use tools I've developed.

Game Designer, Tech Design

HP & CANSOFCOM | June 2019 - August 2019

Paid Co-op

- **Collaborated** with a team of three to **ideate**, **design**, and **prototype** different educational methods.
- **Designed** and built a demonstration for an Augmented Reality training program for first responders.
- **Demonstrated** at three **public showcases**.
- **Learned** how to, and created custom shaders.
- Created descriptive **documentation** for **producers and clients**.

CICan's Student Showcase

- Acted as a **representative** for Sheridan College for Colleges and Institutes Canada.
- **Presented** to Members of Parliament about Game Design in higher education.

Education

Sheridan College

- *Honors Bachelor of Game Design | 2016 - 2020*
- *Art Fundamentals | 2015-2016*

University of Hartford

- *Bachelor of Science, Biochemistry | 2008 - 2012*

Hard Skills

- Unity
- Unreal
- Blender
- MS Office Suite
- Maya
- C#
- C++
- Adobe Suite
- Confluence
- Research
- Documentation

Soft Skills

- Practiced in public speaking and giving presentations.
- Easy communication across varying disciplines.
- Strong work ethic.
- First in, last out.

Outside of Games

- **Eagle Scout**
- **Rocky Horror Picture Show Shadow Cast**
 - *Director*
- **Sci-fi Club**
 - *President*
 - Collaborated with other clubs for large scale events
 - **Mediated** disputes between club members and executive board members.