GREGORY TINGA

Programmer & Designer
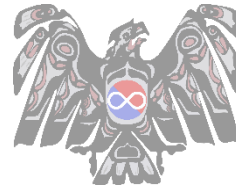
me@gregorytinga.com
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Vancouver, BC

EXPERIENCE

Unity Developer

Biba Ventures –4Titles, 1 Unannounced Title   Jan 2018 –Present

- Titles include (IOS/Android Store), Hotel Transylvania Crazy Cruise, Hotel Transylvania Hotel Havoc, The Biba Collection, and Teletubbies Playground Pals.
- Implement UI functionality, Art and gameplay of Specific Game Sections.
- Built Custom Shader's in Unity's system, for use in various projects.
- Implemented Design and flow as described by Design Director.
- Build AR integration with various titles on both Android and IOS, using ARKit and ARCore, frameworks.
- Worked within company's framework implementation of Strange IOC in the code.
- Worked with an Artist and design director to fully implement all AR features, design and Gameplay.
- Worked not only in C# but implemented native plugins in IOS and Android to better implement features.
- Use of both Xcode and Android Studio for testing and native plugin development.
- Communicated extensively between artist, and fellow programmers to resolve blockages of either party.
- Updated Company Documentation, on features added, how to implement them, and their inner workings.

VFS: UI, Network Programmer

Compound – Unreal Engine 4,3D 3 v 1 FPS, Team of 5

- Programmed and Designed the UI of All characters
- Collaborated with the artist for UI art
- Created and implemented UI materials and animations
- Programmed UI reactions correlated with gameplay experiences and environmental hazards
- Designed, implemented and produced all menus and lobby's

OTHER EXPERIENCE

QA Tester

Biba Ventures – All Games,   Sept – Dec 2017

- Works directly with the Dev team for rapid testing of Apps and identifying bugs
- Writes and edits game test plans for efficient testing of games on IOS and Android platforms
- Preforms regular bug reports and update release approval on current and future applications.

Tools Programmer

Mimic Performance Capture   Aug 2017 – Sep 2017

- Programmed various automated tools in Python
- Streamlined various other scripts/systems

LANGUAGES

C#
Java
C++
Swift
JavaScript

PROGRAMS

Unity

Visual Studio
Xcode
Android
Studio
Git(Source Tree)
Git(Command Line)
Unreal4

EDUCATION

Game Design, 2016 – 2017
Vancouver Film School

App, Game and Interactive Media Design 2014 – 2016
North Island College

PASSIONS

Strategy games

Huge Turn based and RTS fan and pvp player both digital and analog. Playing mostly team games.

Pilot

Aviation license and teaching it to others.

Warhammer 40K

Playing the tabletop with friends and in tournament environments.