John Anoya

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Profile

A resourceful, dynamic, and collaborative individual with extensive experience in gameplay development and a proven track record of success.

- ❖ Technically proficient, with advanced knowledge in game design, UI, networking, AI, 3D game math and physics. Effective communicator with a unique ability to learn new concepts quickly.
- ❖ Advanced user of specialized software, platforms, languages, and applications, including: C#, C++, Lua, Unity, Roblox Studio, Unreal Engine, OpenGL, 3DSMax, Blender and the Adobe Suite (among others).

Education

Humber College | Toronto, ON 2018- 2021

Advanced Diploma, Game Programming

Relevant Project Experience

Tuber Simulator | Personal Project (Roblox) 2017

- Self taught Lua using Roblox studio to create a fully featured simulator game that bolstered over 5.1 million plays and 16 thousand likes.
- Developed sorting algorithm using Lua to create a top 100 leaderboard to promote game replayability.
- Integrated "Filtering Enabled" to the game with the Roblox Studio API, as a security measure to prevent malicious gameplay.
- Implemented universal datastores as a method of transferring data between game scenes.
- Within Tuber Simulator, players are able to create their own characters, customize them, create their channel, and begin building up their brand through uploading videos.

Evadere (Final project), **Crescent Engine**, **Dawn N' Dust**, **Crescent Revamped** | Humber College (Toronto, ON) 2018- 2021

- Co-op multiplayer integration and scene replication using Photon (PUN).
- Utilized the LeanTween tweening library to create a more interactive and efficient user interface.
- Fully featured custom engine incorporating FMOD audio library, ImGui UI library, AI algorithms such as Kinematic Seek; Arrive and Flocking, and plane particle system.
- AWS for downloading and uploading of C++ files.
- Collaborated in agile format with the school design program in the creation of *Dawn N' Dust* featuring weekly scrums and assigned Trello tasks.

Game Jam Participation

- **Ubisoft Toronto Next** - Atari Gravitar, *Ubisoft Toronto* (2022)
  - Built a custom 3D math library, implemented an OBJ loader and rendered 3D objects using an API only capable of rendering 2D lines. Utilized variadic templates to integrate a component system.
- **Ubisoft Toronto Next** - Tower Defense Game, *Ubisoft Toronto* (2021)
  - Created polymorphic enemy and tower classes for variation and future game scalability.