



Cole Ray Beernaerts

ColeBeernaerts@gmail.com

+1 (604) 767-1558

ColeBeernaerts.com

Summary

- Game design graduate seeking an entry-level position in game design, QA, and UI/UX
- Self-motivated, responsible, and hard-working individual that owns their area of work
- Strong documentation, prototyping, and object-oriented scripting skills
- Fast learner of new systems, patterns, & methods
- Background in graphic design, with art and spriting skills
- Methodical, conceptual and visual thinker who strives for efficiency and productivity

Skills & Software

- Documentation & Prototyping
- Unity, Game Maker, Unreal Engine 4
- Scripting (C#, GML, HTML)
- Google Drive/Doc Services
- Slack, Trello, GitHub, Asana software
- Graphic Design
- Adobe Illustrator, Dreamweaver, Photoshop, Premiere
- Web Design
- Organization & Layout

Academic Experience

Art Institute of Vancouver - Game Art & Design

July 2015 - Dec. 2016

- Consecutive Dean's Honours Recipient

Lightning Water Game (AIV)

Game Designer, Scripter, Artist

- Designed and documented all systems, features, and levels for an action/adventure game
- Crafted an experience based entirely on movement, motion and momentum
- Created systems & objects for easy reuse in level creation of content & challenges
- Incorporated player feedback to iterate on the design & build of the game
- Balanced & fine-tuned values to achieve design goals and documentation
- Programmed the game entirely using GML

Monkey Dome Game (AIV)

Systems Designer, Graphic Designer

- Worked on a diverse team of developers to create a competitive multiplayer game for PC
- Designed, documented, prototyped, & crafted concept art, mechanics, gameplay, & feedback
- Used software to keep track of work and communicate with the other members of the team
- Scripted parts of the game in Unity (C#)



Cole Ray Beernaerts

ColeBeernaerts@gmail.com

+1 (604) 767-1558

ColeBeernaerts.com

Academic Experience (Continued)

Tec-Voc High School - Graphic Arts & Advertising

Sep. 2011 - June 2015

- Member of Parliament Community Service Award
- President of Student Council (2 years)
 - Organized and executed events & fundraisers as a team
 - Worked as a team to take & deliver customer's orders
- Introductory Japanese
- Martial Arts Club

Work Experience

Contractor - Eden Industries Indie Game Studio

May 2017 - Present

- Eden Industries, located in Vancouver, BC
- Working on a project remotely
- Using SVN Checkout to update the project
- Communicating, drafting and executing ideas from concept to creation

Screen Printer - Dad's Printing

June 2017 - Present

- Running a 4-screen/4-platen press from coating screens, to pressing, to washing out screens
- Working with vinyl, DTG, and screen printed products
- Working out new systems to improve workflow, efficiency, and production rate

Graphic Designer, Assistant - URstore

Sep. 2015 - June 2017

- Prototyping website layout & design
- Communicating progress updates, relaying tasks, & resolving issues as a team
- Running & scheduling multiple email campaigns
- Creating promotional Ad Banners
- Documenting & training co-workers on new tasks

Interests & Hobbies

- Video game connoisseur & Nintendo lover
- Digital art hobbyist & passionate colour enthusiast
- Interacting and chatting with an online game-streaming community
- Passion for Japanese language & culture
- Emoticon fan (^-^)