

Johnathon Scott

Contact

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Proficiencies

- C#
- C++
- Unity
- Java
- Python
- Blender
- Git
- JavaScript
- React/Material UI

Hobbies

- Hiking
- Video Games (Playing)
- Video Games (Designing)
- Weightlifting
- Reading

Projects

Ritual Slaughter

January 2024 – Present

- Made using the Unreal Engine.
- Created over the course of 15 weeks as a solo capstone project.
- Designed, Textured and animated all models and assets.
- Implemented a random dungeon generator by combining Delaunay triangulation and the A* pathfinding algorithm.
- Created 3 enemy types, each with their own unique AI behaviours.

3D Physics System For C++ Game Engine

September 2023 – December 2023

- Developed as a class project using C++ and OpenGL.
- Lead a team of 2 in the development of the Physics System
- Spearheaded system design and implementation
- Implemented the Jolt Physics Engine and created a wrapper class to streamline development and reduce potential errors.

Mini Miner Men

September 2022 – December 2022

- Made using the Unity Engine
- Built over 13 weeks for BCIT's Game Development Course
- Managed a team of 4 people
- Scheduled and lead team meetings to ensure deadlines were being met
- Created all 3D art assets for the project

CUTE Hub

January 2021 – April 2021

- Built a responsive and dynamic control panel for the Cryogenic Underground Test Facility in SNOLAB
- Helped to determine with my teammates that the best language for this project was React because the client needed the interface to be to be modular and scalable
- Met all milestones on time and was able to work in client feedback and extra features outside of the original scope
- The project was implemented June 2021
- The project used JavaScript, React, Material UI, Node, and HTML/CSS

Education

Bachelor of Science in Applied Computer Science

British Columbia Institute of Technology

September 2022 – May 2024

Computer Systems Technology Diploma with Distinction

British Columbia Institute of Technology

September 2019 – May 2021