Kass McCormack
Generalist Game Programmer

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Problem solver with 8 years of experience making games. I'm extremely passionate about creating play experiences that teach and motivate. I'm a versatile programmer with a focus on user-centric experiences. I love tackling challenging problems in creative and collaborative ways. I'm always interested in expanding my skillset to better help my team reach our goals.

Professional Projects

Industry Ball
Programmer – Game Dream | Jan. 2020 – Jan. 2024
- Working directly with a client indie company to finish and publish their first game.
- Creating tools for the lead designer can easily interact with and modify game systems
- Fixing bugs and adding modularity to ensure future functionality.

Unnamed Educational VR Prototype
Game Designer / Programmer – HP & CANSOFCOM | June 2019 – August 2019
- Collaborated on 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 prototype at three public showcases
- Created descriptive documentation for producers and clients.
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Education

Sheridan College | September 2016 – April 2020
- Honors Bachelor of Game Design
- Board Undergraduate Certificate in Creativity and Creative Problem Solving
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Hard Skills
- Unity
- Unreal
- Blender
- C#
- C++
- Documentation

Soft Skills
- Public Speaking
- Communication
- User-Centric Design
- Creative Problem Solving
- Teamwork