

# Mark Keeble

 markkeeble14@gmail.com  
 markkeeble.ca  
 (778) 791-1392  
 linkedin.com/in/markkeeble  
 github.com/MarkKeeble14

## Languages

<b>C#</b>	<b>C++</b>
Java	C
JavaScript	TypeScript
SQL	

## Tools

<b>Unity</b>	React
Unreal Engine	React Native
Jira & Trello	Node.js
<b>Git &amp; GitHub</b>	Firebase
Agile	Vercel

## Education

**British Columbia Institute of Technology**  
**Bachelor of Technology in Computer Systems**  
September 2022 - April 2024

- Games Development Option

**British Columbia Institute of Technology**  
**Computer Systems Technology**  
September 2019 - April 2021

- GPA:** 87%
- Graduated with Distinction

## Interests

- Music & Music Production
- Video Games

# Experience

## Game Developer

April 2021 – Oct. 2021

Fathom Scientific

Vancouver, BC

- Developed an Augmented Reality (AR) game demo for Android devices using C# and the Unity engine.
- Assisted in writing up weekly deliverables in accordance to the agile methodology.
- Participated in weekly meetings to showcase progress and to clearly communicate any roadblocks.
- Lead programming efforts for several major in-game systems such as Dialogue, Inventory, and Stories.
- Utilized the Mapbox API to generate and display a map of the player's surroundings with custom assets overlaid.

# Projects

## Bobo Engine

Winter 2023

Game Engine

Academic Project

- Implemented single-threaded coroutines, dynamic model loading, an audio interface utilizing FMOD, as well as contributed significant work to the engines Scene & ECS system.
- Consistently communicated with a team of 6 other programmers to ensure development moved ahead steadily.
- Utilized git responsibly and strictly adhered to all naming conventions to maintain a clean codebase.

## Puzzle Palace

Summer 2023

Video Game (Unity)

Personal Project

- Designed systems using OOP and SOLID principles to minimize duplicated code while avoiding overly coupled classes.
- Implemented game logic for several minigames such as Ultimate Tic Tac Toe, Connect 4, Crosswords, Sudoku, and Wordle-Likes.
- Utilized Unity prefabs to ensure max maintainability between scenes.

## Major Minors

Spring 2022

Video Game (Unity)

Game Jam Project

- Implemented game logic for several core systems including procedural level generation, towers, units, and scoring.
- Helped team members consistently with questions or concerns relating to Unity, C#, or general troubleshooting to stay on schedule.
- Efficiently communicated to artist and musician team members any required assets with reasonable notice to stay on track for release.
- Orchestrated presentations and play tests to demonstrate and gather feedback on the completed game.

## Skyline Ziplines Inspections

Spring 2021

Mobile Application

Academic Project

- Utilized React Native and TypeScript to create the front-end of a zipline equipment inspections app for an industry client.
- Alongside 3 other team members, followed agile methodology during development including daily scrums, weekly sprints, and weekly deliverables being shown to both client and supervisor.