Garrett
Perry
Game Development Graduate

Experience:

Education (Nova Scotia Community College in Truro):

I have graduated from the Game Development course at Nova Scotia Community College in Truro. In the course, we focused on using Unity and coding in C#. During the first year, we learned how to make a basic website and learned coding using JavaScript.

The "Home of the Nerds" Game Jam (2017):

I have participated in the "Home of the Nerds" Game Jam that happened in 2017. It was an online, 48-hour Game Jam and I made the game by myself. I did the coding in Unity using C# and I did the art in Paint.NET. You can try out the game here: https://weakfoggy.itch.io/chucks-conquest.

NSCC Truro Game Jam (2017):

I also participated in the NSCC Truro Game Jam in February. It was an in-person, 48-hour Game Jam and I was on a team with another person. I did the art in the game, which is named "Redeo and Buliet". You can find on my portfolio page here: http://weakfoggygames.com/portfolio/.

Skills:

Unity:

All of the games showcased on my portfolio website were made in Unity. I am very comfortable using Unity and can use it very well.

Programming (HTML, C# and JavaScript):

During my first year at the Community College, I've made a website using HTML and made my first web-browser game using JavaScript. In my second year, I have made all my games using C#.

Paint.NET:

I used Paint.NET to make my 2-D sprites for most of my games. While I use that program for making sprites, I can learn to use other paint programs to make 2-D sprites.

Photoshop & Flash:

I used Photoshop and Flash during my years at Truro. I am very experienced in using them. On my portfolio, I used Photoshop to make the logo at the top and I used Flash for my "Nate Soulman" animations. My portfolio can be found here: http://weakfoggygames.com/portfolio/.

Maya:

While I don't focus on making 3-D models, I have made some models using Maya. Models that I made can also be found here: http://weakfoggygames.com/portfolio/.

Contact Info:

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