

Blair Turberfield

Programmer/Developer

yantazooma@gmail.com

250-924-4245

I am a creative and insightful developer with experience in:

C#, Unity, Visual C#, HTML 5, CSS 3, JavaScript, Java, IOS and experience with Python, PHP and Objective C.

WORK EXPERIENCE

Programmer/Developer

Vancouver Film School - Vancouver, BC - October 2015 to October 2016

As a student, I have developed games and apps from concept to publish in 10 different languages, with more than 1400 hours of class time and 3500+ hours in lab production time.

Trained with agile Scrum based development. I worked in teams ranging from 1 to 6 on a number of projects.

Quest2Go:

Using Visual C# and Cloud DB structures, I create a world generator application centered around table top gaming, creating locations, communities, economies, quests, quest hubs and dungeons as well as challenges, loot and dice rollers in a clean procedurally controlled environment.

EDUCATION

Programming for Games Web and Mobile

VFS holds a comprehensive 1 year course with intensive training in all aspects of programming covering a broad spectrum of skills in software and app development. Vancouver Film School - Vancouver, BC
2015 to 2016

Animation and Graphic Design

a two year focused program on graphic design and pre-print publishing, as well as graphics in 3D and animation.
Heinz Institute - Saskatoon, Sk - Saskatoon, SK
1998 to 2000

Who am I

I love games and the gaming industry, but more than that I love building worlds for players to explore and enjoy, I have been building game world's most of my life, as a writer, a game publisher, a storyteller and now as a game developer. My greatest enjoyment comes from others enjoying the worlds i created for them. Its who I am and will continue to be in everything i do.