

Cole Beernaerts

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Work Experience & Education

Permel Engraving - UV Printing & Sign Production

NOV 2018 - OCT 2020

Communicated with coworkers and managers to achieve a desired result and level of quality, learning and applying a variety of print processes, and training new employees. Working on freelance and personal game projects while working full time.

Freelance - Game Design Documentation & QA Testing

AUG 2019 - DEC 2019

Creating detailed **game design documents** and performing **QA testing** for clients. Worked with clients to develop their ideas from concepts to give them **valuable content and feedback** on their design. Profile and reviews: [fiverr.com/cole_beernaerts](https://www.fiverr.com/cole_beernaerts)

VMC at EA Canada - Development Support - FIFA 19 Switch

APR 2018 - AUG 2018

Supporting the Fifa Switch team by integration testing, finding & tracking bugs, and regressing issues using **Perforce**, **Devtrack**, and **Confluence**. Attended daily stand-ups, communicated between departments, and **worked with a remote testing team**.

Eden Industries - Level Contractor

MAY 2017 - JUN 2017

Worked remotely part-time to communicate ideas to project lead, then **develop and test** the levels in game using a **custom-built proprietary level editor**. Version controlled the project remotely using **TortoiseSVN**.

The Art Institute of Vancouver - Game Design Diploma

JUL 2015 - DEC 2016

Studied game creation with **instructors from the industry**. Learned how to design concepts and **develop complete games** on teams and alone. Learned project planning, **C#/GML programming**, and **documentation**.

Skills, Software, & Traits

Game Design - Writing and maintaining documentation, designing systems and gameplay, illustrating gameplay, prototyping, greyblocking, showcasing demos, pitching game ideas, gathering design feedback, iterating on prototypes and design

Software - Visual Studio, Github, SourceTree, Perforce, DevTrack, Excel

Engines - Unity, Game Maker, Twine

Artwork - Adobe Illustrator, Dreamweaver, Photoshop, Premier

Scripting - C#, GML, HTML, CSS, Excel

Quality Assurance - Integration testing, bug tracking, smoke checks, regression testing

Practical Skills - Superior problem solving skills, excellent learning ability & eagerness to learn, strong critical thinking, proven written communication, collaborating on multidisciplinary teams

Personal Traits - Self-motivated, adaptable, analytical, well organized, creative eye

Personal Game Projects

Galour - [portfolio link](#)

PERSONAL PROJECT 2018, 2019

"Where Galaga meets colour theory, drawn on a sketchpad" Galour is a "colour-'em-up" 2D arcade-style space shooter that uses colour theory to create unique and compelling colour-interaction gameplay. **Grew as a designer** by learning how to **design, develop, and market** a game while leveraging time. **Regularly showcased** at meetups to get **feedback on the prototype** to **iterate** on the design.

Hearth and Home - [portfolio link](#)

GLOBAL GAME JAM 2019

A 3D top-down exploration game developed in **Unity** on a **team of 6**. Helped **design gameplay mechanics** using the feeling of "home" and "family" as inspiration, and **scripted the game in Unity C#**.

Lightning Water - [portfolio link](#)

ART INSTITUTE FINAL PROJECT

A 2D Action-Adventure platformer for PC developed solo. **Designed and scripted gameplay** in GameMaker Studio. **Gathered feedback** from playtesters to iterate on the gameplay.

