

# Cole Beernaerts

[colebeernaerts.com](http://colebeernaerts.com)

(604) 767-1558

[linkedin.com/in/cole-beernaerts](https://www.linkedin.com/in/cole-beernaerts)

[colebeernaerts@gmail.com](mailto:colebeernaerts@gmail.com)

## Work Experience & Education

### **Permel Engraving - UV Printer**

**NOV 2018 - Present**

Communicated with coworkers and managers to achieve a desired result and level of quality. Working on freelance projects and personal game projects while working full time.

### **Freelance - Game Design & QA Testing**

**AUG 2019 - Present**

Creating detailed **game design documents** and performing **QA testing** for clients working remotely. Worked with clients to develop their ideas past surface level concept to give them **valuable content and feedback** on their design. Freelance 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 tools like **Perforce**, **Devtrack**, and **Confluence**. Attended daily stand-ups, and **communicated between departments** to make sure content was working as intended based on design documentation.

### **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

**Game Design** - Writing and maintaining documentation, creating illustrated mockups, prototyping, greyblocking levels, showcasing games and pitching ideas, gathering feedback on design, iterating on prototypes and design to create an exceptional user experience

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

**Engines** - Unity, Game Maker, Twine

**Artwork** - Adobe Illustrator, Dreamweaver, Photoshop, Premier

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

**Quality Assurance** - Integration/Shelf testing, bug tracking, smoke checks, regression testing

## Personal Game Projects

### **Galour - [portfolio link](#)**

**PERSONAL PROJECT, 2018 - 2019**

"Where Galaga meets Splatoon, drawn on a sketchpad!" Galour is a "colour-'em-up" 2D arcade-style space shooter inspired by colour theory to create unique and interesting colour-based gameplay. **Growing as a designer** by learning how to **design, develop, market, and publish** a game while leveraging time and ability. **Regularly showcased** at monthly 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** in. 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 playtester to refine the gameplay.

