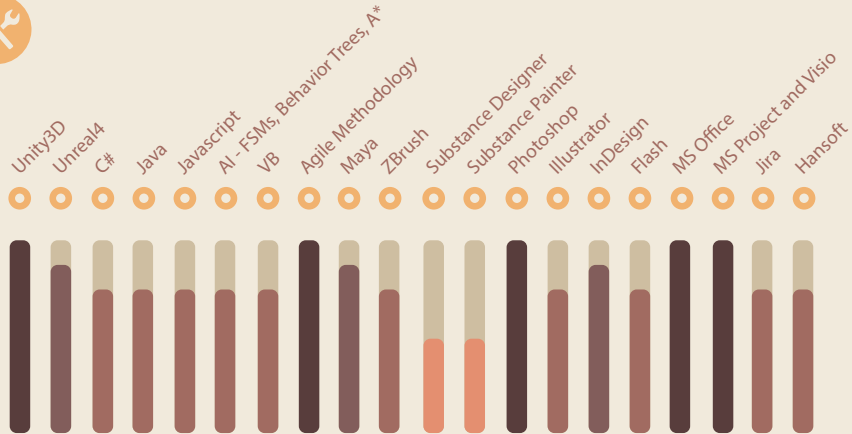


SHAAD BOOCHOON

GAME DESIGNER / LEVEL DESIGNER / GAME DEVELOPER



Medal of Academic Excellence
Sheridan College - 2014

2015 Davey Award - Silver
Corus Entertainment/Nelvana Digital
"Little Charmers: Sparkle Up!"

2015 W3 Award - Silver
Corus Entertainment/Nelvana Digital
"Little Charmers: Sparkle Up!"



2012 > 2013

POST GRADUATE - GAME LEVEL DESIGN
Sheridan College - Oakville, ON, Canada
GPA - 4.0

Final Project - "Midnight Max"
A top/down isometric brawler about a boy called Max who has to battle toys to rescue his father.

2010 > 2012

DIPLOMA - VISUAL AND CREATIVE ARTS
Sheridan College - Oakville, ON, Canada

2007 > 2009

B.Sc - GAME AND SIMULATION PROGRAMMING
Devry University - Calgary, AB, Canada
GPA - 3.98 (Summa Cum Laude)
Final Project - "Once Upon A Time In Trinidad"
A point and click adventure game set in post-slavery 19th century Trinidad using the Adventure Game Studio engine

2004 > 2006

B.A.T - SYSTEMS ENGINEERING
Southern Alberta Inst. Tech. - Calgary, AB, Canada
Final Project - School Instrument Management System
A client/server architecture for the Calgary Catholic School District's band instrument management system



07/2015 > 12/2015

CORUS ENTERTAINMENT / NELVANA DIGITAL - Toronto, ON

Technical Artist / Level Designer / Gameplay Programmer

Duties: Level Design, Art, Rigging, Modeling, Programming, Design
Titles: "Little Charmers: Sparkle Up!" (2015 Davey and W3 Winners - Silver)
"Trucktown: Grand Prix"
"Trucktown: Test Drive"
"Trucktown: Crash City"

01/2015 > 08/2015

THINNOX DESIGN ACADEMY - Mississauga, ON

Professor of Game Design and Programming

Duties: Game Design and Level Design concepts using RPG Maker, Unity3D and Minecraft
Programming concepts in Java using Greenfoot, Eclipse and Minecraft

09/2013 > 06/2015

VERTICAL DEPTH STUDIOS - Toronto, ON

Lead Game Designer

Duties: Game Design, Level Design, Prototyping, Scripting, Game Balancing, Art
Titles: "String It!"

09/2014 > 12/2014

SHERIDAN COLLEGE - Oakville, ON

Level Design Lab T/A

Duties: Lab T/A for Level Design courses in the Post Grad Level Design and B.A Game Design programs
Developed various project templates in Unity3D and Unreal4
Graded student projects and assignments

09/2013 > 04/2014

PACKT PUBLISHING - Toronto, ON

Technical Reviewer

Duties: Code and Content Review for "Unity 4 - Character Animation with Mecanim"

10/2005 > 05/2006

ATCO I-TEK - Calgary, AB

Systems Analyst

Duties: Custom software development / Programming (VB, VB.Net, Java, SQL, ASP, ASP.Net), Regression, Stress, Performance testing
Project Manager for an 8 month project to switch over the Meter Reading System for ATCO Gas