

# KWASI ASANTE

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Hi! I'm Kwasi Asante, a software programmer with experience in mobile app development (iOS and Android) and backend programming (web servers and RESTful APIs). I am seeking opportunities where I can apply my skills to an interdisciplinary team.

## SKILLS OVERVIEW

**Software/Tooling:** Android Studio, ASP.NET (4.5 and Core), Google ARCore, MySQL, NetBeans, Swagger, Unity, Unreal, Visual Studio, Web Development (HTML5, CSS3), Xamarin, XCode

**Languages:** C#, C++, Java, JavaScript, Kotlin, Objective-C, Swift

**Personal Skills:** Self-Starter, Teamwork, Time Management, Organisation

## WORK EXPERIENCE

### Software Developer - VisualTouch POS - Toronto

Jun 2019 - Present

- Implemented a mobile application using Xamarin to cross-deploy to both iOS and Android. Worked with other teams to integrate the online services into the app.
- Independently led the design and architecting of the mobile app code and communicated with senior leadership throughout the project to provide estimates.
- Led the research and procurement of 3rd party vendors to be used to implement the video-calling and messaging features of the application.
- Utilised facial recognition and temperature detection libraries and integrated them into an Android app (Java) for use in medical facilities for completing COVID-screening
- Responsible for the management of an IIS Express (ASP.NET) web server. Diagnosed and troubleshoot failures in the API and resolved any bugs discovered.
- Developed a REST API to expose functionality for the company's existing Windows software to customers. Documented the endpoints using the Swagger specification.
- Created and maintained MySQL databases to store data from existing and new sources

### Game Programmer - Agile Sloth Studios - Toronto

Sep 2018 - April 2020

- Collaborated with a team of 4 indie developers on 2 games.
- Assisted in game design planning, documentation creation and project management

#### VR Pets

- An augmented reality (ARCore), mobile, interactive virtual pet game with massive multiplayer capabilities
- Independently developed the "Hue Shift" mechanic which changed the player's pet's colour based on ambient temperature and AI stat growth mechanics

#### Project Valhalla

- 2.5D Action RPG project, story-based action role-playing game with co-op battle mechanics.
- Scripted the combat mechanics and animations using Unity

## EDUCATION

### Tech Educator - TechSpark - Toronto

Aug 2018 - Jun 2019

- Taught in-class and after-school web design and software development workshops to students aged 12-15
- Created lesson plans for use by other teachers in the curriculum
- Participated in multiple events, targeted towards underrepresented youth, to empower them to consider a career in the tech industry.

### Humber College Advanced Diploma - Game Programming

Sep 2015 - May 2018

- Studied 3D mathematics and physics for game programming, and learned industry-standard game design patterns
- Through coursework and a capstone project, focused on interactive media, VR and AR development in C# and C++, primarily using the Unity and Unreal game engines
- Worked with and led a team of four game developers to create a demo game for the end-of-program student showcase:
  - **Aftermath** - Fighting/rhythm game with auto-generated beatmaps. Players press buttons on their controller to match the rhythm of the game to control their character's fighting moves.

## PROJECTS

### Lead Developer - TOJam 2018

May 2018

#### Last Goat Running

[kwasiasante.itch.io/last-goat-running](http://kwasiasante.itch.io/last-goat-running)

- Two-player split-screen side-scrolling racing game developed in C#/Unity
- Planned the outline of the project and created primary mechanics for the running physics and power-ups

### Solo Developer - Global Game Jam 2018

Jan 2018

#### Elemental Transmission Trials

[globalgamejam.org/2018/games/elemental-transmission-trials](http://globalgamejam.org/2018/games/elemental-transmission-trials)

- Single-player 3D reflex game developed in C#/Unity
- Independently developed player mechanics, level design, and particle effects

### Mechanics Developer - TOJam 2017

May 2017

#### For-"goat"-ten Isles

[eun0ia.itch.io/the-forgoatten-isles](http://eun0ia.itch.io/the-forgoatten-isles)

- Collaborated with a 5-person team of artists and programmers on a first-person puzzle-platformer
- Primarily worked on mechanics for different types of traps, player input and controls, and level editing

## INTERESTS

In my free time, I like to flex my creative muscles by participating in game jams and working on creative writing projects. I also enjoy learning about the mythology, folktales and fables of different cultures and often try to incorporate them in my written work and games.