

# Jeffrey Hand

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<http://affrontedgames.com/portfolio.html>

## Skills

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Unity Engine

Unity Script (Unity C#)

C#

JS

Cooperative in a team setting

## Project History

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- Emi's Synth Shop (Turn based JRPG) (2017)
  - Capstone project (Final Project Year 2)
  - Game made in 5 weeks
  - Lead programming C#
- Project Wrench (3D action platformer) (2017)
  - Canceled, as I lost passion for the project
  - Lead programming C#
  - Unity 3D
- Moments By Moments (2D puzzle game)(2017)
  - NSCC 2880 Game Jam winner
    - Two person team at the NSCC Truro campus
    - 48 Hour Game Jam
  - Xona Game's Choice Game
  - Lead programming C#
  - Unity (2D game)
- Spooky Sad Skeletons The Game (3D Stealth Game) (2016)
  - Unreleased, Capstone project (Final Project Year 1)
  - Lead programming C#
  - Created Character Controller, AI, and all other scripting in the game.
  - Unity 3D
- Arcus (2D Platformer)(2016)
  - Unreleased. Did level design for the project.

## Education

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2017 - Game Development Diploma, Nova Scotia Community College, Truro, NS

2014 - Amherst Regional High School, Amherst, NS