

# KAYLANI PAPONETTE

## GAME DEVELOPER

### CONTACT

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### PROFILE

Aspiring game developer with a solid foundation in game development and programming, through the Video Game Design & Development program at Toronto Film School. Through my studies I have developed my skills in project management as well as deepening my understanding of the game development process with hands-on training in industry standard tools. I am eager to gain experience in the game development industry and strengthen my skills in project management and gameplay programming.

### EDUCATION

2024 - 2025

**TORONTO FILM SCHOOL**

- Video Game Design & Development Diploma

2016 - 2018

**DALHOUSIE UNIVERSITY**

- Bachelor of Science - Life Sciences

### TECHNICAL SKILLS

- Programming Languages: C, C++, C#, Java, Java Script, HTML
- APIs: OpenGL, DirectX
- Engines: Unity, Unreal Engine
- Adobe CC Suite (intro level)
- 3DS Max(intro level)
- MS Office, MS Visual Studio, GitHub, Trello, Miro

### SOFT SKILLS

- Project Management and Leadership skills
- Strong Team Player
- Effective Communication skills Verbal and Written
- Meticulous Attention to Detail
- Adaptable in high pressure environments
- Effective Communication

### PROJECTS

**Kynetic Flux** | Producer | Toronto Film School

- Worked as a team lead in the producer role managing the development team, organizing agendas and project milestones.
- Programmed the user interface, main and settings menus, including the player combat and a universal health system as well as assisting in level design and floating to assist in any problem areas of the project.
- Collaborating with the development and art team leads help create a results driven environment.

**Project Soul** | Gameplay & Technical Art Programmer |Toronto Film School

- Collaborated on a 20-person interdisciplinary team to develop a 2.5D action-adventure platformer featuring a dual-realm "Soul Projection" mechanic.
- Created a modular melee combat system with state-driven combo logic for responsive and fluid gameplay. Contributed to enemy AI using State Machines for detection and combat behaviors.
- Developed environmental systems including parallax backgrounds and interactive spirit-realm puzzles. Integrated animation events and combat VFX to enhance player feedback and overall polish.

### WORK EXPERIENCE

■ **Concentrix: Citizens Financial Group**

2019 - 2021

Financial Service Representative

- Wroked as telephone bank teller assisting with day to day banking requirements.
- Handled fraud claims, overdrawn accounts and customer retention.
- Assisted in management of online banking with similar responsiblites.

■ **Web.com Group, Inc.**

2011- 2016

Technical Service Representative

- Worked as a techincal support representative helping customers with the inhouse website creation tools
- Assisted customers with domain hosting needs.
- Custom website creation assitance and code resolution in HTML, PHP CSS

### INTERESTS

**Video Games   Traveling   Volunteering   Hiking   Swimming   Soccer**

References available upon request