

Marcus Charles

Game Developer

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Professional Summary

A Game Developer with hands-on experience in Unreal Engine 4 and 5, Unity, and VR/AR development experience. Strong foundational knowledge of Object Oriented Programming (OOP) in languages like C#, C++ and Unreal Engine Blueprints. Skilled in building immersive levels, interactive prototypes, and game ready assets tailored for performance, usability, and polished player experiences. Bring a multidisciplinary background in game programming, 3D art, and technical problem-solving, complemented by experience in agile collaboration, QA testing, and version control with Git. Proven ability to integrate assets, implement game mechanics, and manage both front-end and back-end systems while working with cross-functional teams. Highly adaptable, detail oriented, and committed to delivering a high quality end product

Technical Skills

Languages: C#, C++, Unreal Engine Blueprints, Python, HTML/CSS, SQL, JavaScript, JSON

Engines & Frameworks: Unreal Engine 4/5, Unity, Unity XR Toolkit, Unreal Engine Multiplayer, Unreal Engine VR

Version Control: Git, GitHub, Git Desktop

Software Tools: Visual Studio, Blender, Maya, Substance Painter, Photoshop, Copilot Studio, Power Automate, Data Connectors, APIs, Microsoft Teams, SharePoint Online

Other: VR development, Agile Collaboration, Software Documentation, Quality Assurance, Code Reviews, Troubleshooting, Developer Testing

Project Highlights

VR Simulation Showcase (Unreal Engine)

- Created for an internal demo to simulate real-world medical application using game mechanics
- Used Blueprints to implement player movement, interaction triggers, and object behavior

Unity XR Toolkit Simulation (Course Project)

- Designed a small-scale XR application simulating a training scenario
- Applied object-oriented programming (C#), UI integration, and scene transitions

Education

Game Programming (Co-op) Advanced Diploma

Centennial College, Toronto, Ontario, Canada.

Jan 2023 – April 2025

Relevant Courses Completed:

- Programming 1 - Explored the basics of OOP (Object Oriented Programming) using C#
- Programming 2 - Further explored OOP (Object Oriented Programming) using C++
- Testing & Quality Assurance
- Game Programming 1, Game Programming 2 - Explored the process of game development using Unity and C#
- Game Development Project 1, Game Development Project 2 - Produced a game using Unreal Engine while collaborating with peers.
- Simulation Design (Involved heavy use of Unity and XR development kits)

Game Art and Animation (Graduate Certificate) - With Honours

Seneca College, Toronto, Ontario, Canada.

Jan 2022 – Aug 2022

Game Art (Advanced Diploma)

Durham College, Oshawa, Ontario, Canada.

Sept 2018 – April 2021

Relevant Courses Completed:

- Modeling 1, Modelling 2, Modelling 3, Modelling 4, Modelling 5 (Durham College)
- Surfacing 1, Surfacing 2, Surfacing 3, Surfacing 4, Surfacing 5 (Durham College)
- Surfacing 1, Surfacing 2 (Seneca College)
- Procedural Modelling 1, Procedural Modelling 2 (Seneca College)
- Core Modelling 2 (Seneca College)

Relevant Experience

Collaboration Team Intern – Peel District School Board

Peel District School Board, Mississauga, ON

Sept 2025 – Nov 2025

- Tested and provided feedback regarding features and changes made by developers to the Peel District School Board (PDSB) website.
- Developed and supported the creation of AI chatbots, using Copilot Studio, to provide ease of access to information for PDSB staff.
- Responsible for completing tasks related to Power Automate, by developing features and tools to be used on SharePoint to help with the management of data and website functionality.
- Helped to develop Microsoft Teams channels which incorporated SharePoint web pages and features.

Research Assistant – Game Developer

WIMTACH (Centennial College), Toronto, ON

May 2023 – Sept 2023

- Developed a fully functional VR application in Unreal Engine 5 with interactive elements and optimized performance
- Led asset integration and scripting tasks using visual scripting (Blueprints)
- Managed both back-end scene logic and front-end visual presentation of immersive environments
- Collaborated with a multidisciplinary team to deliver a polished client-facing prototype
- Maintained code base and project assets via Git version control

Research Assistant – 3D Developer

Durham College MRC Studio, Oshawa, ON

Aug 2020 – Dec 2020

- Created proof-of-concept interactive prototypes in Unity with C# and custom assets
- Designed automated workflows and procedural materials for environment generation
- Collaborated with project stakeholders, used Git for version tracking and asset syncing
- Practiced agile workflows and weekly sprint check-ins with project supervisors and clients