



# Lynk Petkau

Software Developer



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Fredericton, NB | Canada



/in/lynk-petkau



Lynksys#9298



Lynk.petkau.net

## SKILLS

10/10

Unity

9/10

Typescript

9/10

C#

8/10

Unreal Engine

6/10

Swift

## EDUCATION

### Applied Studies Internship/Mentorship

NBCC, Fredericton, NB

2021-2023

### Video Game Design & Development

Eastern College, Moncton, NB

2017-2019

### High School Diploma

J.M.H. Miramichi, NB

2016

## ABOUT ME

Talented programmer with a passion for the development industry. Dedicated, organized and an effective team player with a positive attitude for life.

## MY OBJECTIVE

I believe that when you have the ability to create something that can improve others lives, even just by giving them a moment of joy, you are obligated to try.

## EXPERIENCE

### Junior 3D Gaming Programmer

CFB Gagetown | Oromocto , NB | 2023-Present

Continuing my work with the Army Learning Support Center.

- Working closely with the Leads, and helping review/coach Interns & Mentors.
- Built template projects, to reduce project hours, by upwards of 80%.
- Developed strong understanding of typescript, working in a webpack environment.
- Helped create standards, estimate hours, and built relationships with clients.

### Programming Mentor

CFB Gagetown | Oromocto , NB | 2022-2023

Continuing my work with the Army Learning Support Center.

- Doing more complex work, while also guiding and supporting the interns.
- Developed understanding of full project workflow, from start to finish.
- Obtained: Level II Secret - Canadian Security Clearance.
- Further honing my skills with C# and Unity.

### Programming Intern

CFB Gagetown | Oromocto , NB | 2021-2022

Working in the Army Learning Support Center, meeting their strict deadlines.

- Worked in several groups to ensure quality and meet deadlines.
- Created several tools to increase the development process efficiency
- Obtained: Reliability Status - Canadian Security Clearance

### Video Game Programmer

Astronomis Creations | Remote | 4-month practicum, 2019

Taking responsibility for my own tasks and working on them independently to further the development progress.

- Primarily focused on AI systems
- Creating/Sorting lists in Unity
- Using Blender to rig models for animation