Ame Gilham

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Portfolio: https://amegilham.ca • Github: https://github.com/LuminousAme

SKILLS

- Experienced using C++, and C#
- Extensive Experience With Unity
- Tools Programming To Automate Repetitive Tasks and Improve Workflow and Productivity
- Excellent Communication and Problem-Solving Skills
- Ability to work in multi functional teams and communicate effectively with artists, game designers and other game development disciplines
- Bilingual: English and French

WORK EXPERIENCE

Unity Tools Developer, Self-Employed   Sep 2025-Current
- Actively developing a tool to simplify the process of designing and running NPC AI behaviours through visually scripted behaviour trees with seamless integration to popular Unity Asset Store tools. Planned to release on the Unity Asset Store in 2026.

Programmer (Contract), Sonical.ly   2023-2024
- Developed and polished a variety of arcade inspired mini-games using the unity game engine and integrated them into their mobile music-production educational game.
- Integrated the mini-games into purchasable assets from their game's in-game store.

Research Assistant, Ontario Tech Faculty of Business and IT, Oshawa   Jan. -Sep. 2023
- Integrated existing libraries and other unity tools into a comprehensive adaptable framework of easy to use tools within the Unity Game Engine.
- Linked the above framework of Unity tools with the external cloud database software Airtable for the purpose of automated data collection designed for use in academic Virtual Reality user studies.

Programmer (Contract), Ontario Tech UXR Lab, Oshawa   2021-2022
- Worked part-time in collaboration with an independent game company (Games by Stitch)
- Implemented and tested novel interaction methods and prototype gameplay features for their award-winning VR game (Broken Spectre) using the unity engine
- Worked part time on contract in another team in the UXR lab to help in the final stage of development of a simplified digital adaptation of a board game including developing the tutorial

Programmer / Lead Technical Developer, Atlas X Games, Oshawa   2020-2023
- Worked in a small student team programming for the game project in the annual game development workshop course
- Developed and used custom C++ frameworks and Unity to make a variety of games most notably Dam Defense, Neon City Rumble, and Celestial Conquest

EDUCATION

Bachelors of Information Technology for Game Development and Entrepreneurship (Minor of Game Programming) Ontario Tech University,   2023