



Sebastian Olko

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Profile

A skilled and detail driven Game Programmer with experience in C#, Unity, C++, and Unreal Engine. A team player with a focus on strong communication both written and verbal. Creative and organized game developer specializing in gameplay mechanics and pushing new and creative boundaries in the gaming sphere. Accustomed to working within tight deadlines and budgets to achieve overall project goals.

Technical Skills	Software Experience
<ul style="list-style-type: none">- C#- C++- Unreal Blueprints- Gameplay Scripting- Game Design- Debugging	<ul style="list-style-type: none">- Unity- Unreal Engine- Trello- Git- Word/PowerPoint/Excel

Projects

Toronto Film School Capstone | All Flocked Up! | Tech Lead | Unreal Engine 5 | Git | Trello

- Organized and gave out development tasks to programmers
- Developed core player Flight/Stamina/Stealth systems to add to the grounded movement mechanics of the game
- Development of the Human AI, Cat AI, Dialogue System, Nest Building Mechanic, Statistic Tracking, and general bug/implementing mechanics to work together

Toronto Film School | Reel Fantasy Fishing | Unity Mobile | Unity Cloud | Git | Google Play Store

- OOP and inheritance for fish types and behaviors
- Unity ad and leaderboard integration with Unity Cloud for player retention and competition
- Encrypted save system for player information and economy and shop mechanics
- Touch and tilt inputs for player controls for more interactive gameplay

Toronto Film School Game Jam | Bob the Bots Big Birthday | Unity | Git

- Designed and executed enemy AI tracking/vision mechanics. Enemies had line of sight cones, and would attempt to track the player by going to last location seen
- Programmed boss mechanics and encounter design into final build. Boss had shield towers the player needed to destroy to be able to damage the boss himself
- Won Best Theme in the Game Jam

Toronto Film School | Dunk Hunt | Unity | Git

- Supported team as Tech Lead by helping solve major bugs such as duck spawning issues
- Designed and implemented enemy flying mechanics and gameplay mechanics based on enemy interactions
- First class to fully complete the Duck Hunt Game

Experience

Fulltime | Toronto Film School | Student

2024 – 2025

- Successfully created a functional game with a small team in Unity within a tight deadline
- Lead the programming side of the capstone to develop and polish much of the games core and secondary mechanics
- Debugged a capstone project to achieve a better final polish of the game
- Utilized GitHub and Fork to organize and push code and assets within a larger project

Fulltime | United Rentals | Heavy Equipment Technician

2022 – 2023

Fulltime | Zelko Industries | Mechanical Maintenance Lead

2015 – 2022

Education

Toronto Film School | Diploma in Game Design and Development

Harvard University | Professional Certificate in Computer Science for Game Development

Additional Skills and Activities

- Dungeon Master in D&D for over 6 years
- Secondary Language: Polish
- Metalworking (Blacksmithing/Silver Smithing)

Volunteering

West Broadway Community Organization – Good Food Club