OWEN SPREADBURY

Game Designer | 3D Artist | Programmer

Oakville, ON

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PROFILE

A passionate third-year Game Design Student with exceptional experience in designing mechanics, systems and gameplay. Focuses on programming, implementing quick, efficient prototyping, mechanics and systems. Collaborates effectively with teams, creating organized and efficient production schedules. Works to create engaging and creative games with a focus on the player.

TOOLS

Unity | Godot Engine | Unreal Engine
C# | GDScript | Unreal Blueprints
Blender | Substance Painter
Photoshop | Miro
Jira | Confluence | Trello

EDUCATION

Honors Bachelor of Game Design
Sheridan College   Expected: Apr 2027

PROJECTS

Joe Place To Hide   2025
https://charliewtipping.itch.io/joe-place-to-hide

Joe Place To Hide is a part of the Sheridan Design Week winter. The game takes place in Unity 3D, where you play as a detective and try to catch a corrupt cop named Joe. My part in this project was the AI programming of the NPC guards and Joe. The project was worked on by my team for 4 days.

King of the Bowl   2024

King of the Bowl is a part of the Sheridan Design Week Winter. My primary role in this project was the 3D modelling and texturing of the assets inside the project. My other role was to assist with programming within the project. The project was worked on for 4 days.

WORK EXPERIENCE

Retail Associate
Zara | Upper Canada Mall, Newmarket, ON   Jun 2023 - Dec 2023

- Organized and restocked clothing and footwear in storage and on the sales floor
- Processed and sorted new shipments before store opening
- Maintained cleanliness and presentation of retail displays
- Assisted customers with an open and friendly attitude