

# FELIX WILTON

**Mechatronics & Computer Science @ UBC**  
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See my LinkedIn: [linkedin.com/in/felix-wilton/](https://www.linkedin.com/in/felix-wilton/)  
See my portfolio: <https://wiltonfs.github.io/>

## EDUCATION:

**University of British Columbia - B.S. Mechanical Engineering** Sep. 2020 - May 2025  
87% average, Dean's Honors List. Mechatronics specialization. Co-op program. Computer Science minor.  
Trek Excellence Scholarship 2022 & 2024. 2023 NSERC Undergraduate Student Research Award.

## KEY SKILLS:

Unity, Unreal Engine 5, Python, Java, C++, C#, SQL, JavaScript, CSS, Jira, Confluence, Git & GitHub, MATLAB.

## EXPERIENCE:

**Electronic Arts (Ripple Effect) - Level Design Intern** May 2024 - Aug 2024  
*Frostbite, Perforce.* Create gameplay spaces and place gamemode objects for the upcoming Battlefield game. Design layouts and structures for squad-based gameplay leveraging destruction and vehicles. Iterate on designs after receiving playtest feedback.

**Charm Games - Virtual Reality Developer Co-Op** Jan 2024 - Apr 2024  
*C#, C++, Unreal Engine 5.* Implemented player tutorial, persistent level loading, and game menus for key gameplay milestone delivery. Developed content creation tools. Maintained deployment pipelines.

**UBC Design League Club - Game Development Executive** Aug 2023 - Present  
*C#, Unity.* Teach intro to game development workshops. Organize annual game jam and networking events.

**Lambton College - Game Development Intern** May 2023 - Dec 2023  
*C++, Unreal Engine 5, Git, Jira, Confluence.* Unannounced exploration & educational game for Aamjiwnaang First Nation. Developer of player character, NPC, dialogue, and quest systems. Manage database for player metrics. Work directly with First Nation team members to develop story, dialogue, and quests.

**UBC Formula SAE - Electrical Member & Recruitment Manager** Sept 2021 - Dec 2023  
*C++, Git.* Design circuit boards for the UBC race car. Write custom firmware for on-board systems.

**UBC Computer Vision Lab - Machine Learning Research Intern** Apr 2023 - Sept 2023  
*Python, supercomputing.* Developed machine learning and processing framework for spectral analysis of large astronomy dataset. Introduced prediction intervals for enhanced accuracy. [See GitHub.](#)

**Raytheon Missiles & Defense - Manufacturing Engineering Intern** May 2022 - Aug 2022  
*Python, SQL.* Analyzed process data and defect reports. Programmed a new system to automate dispositioning of defective units. Saves 7 eng. hours weekly and reduces defect idle time by 73%.

**Craig Neurorehabilitation Hospital - Mechanical Engineering Design Intern** May 2021 - Aug 2021  
*Python, OpenCV.* Created procedure to manufacture custom 3D-printed cuffs for spine-injured patients.

## PROJECTS:

### TwentyFlappyEight (Unity game)

*C#, Unity, Git.* Personal game project combining two classic mobile games. UI, art, and code. [See itch.io!](#)

### Gone Fishing (Unity game)

*C#, Unity, Git.* 30 hour team game jam submission. Won 1st place. Mechanics and level design. [See itch.io!](#)

### Sip and Puff Mouse - Collaboration with Jacob Field ([linkedin.com/in/jacobtfield](https://www.linkedin.com/in/jacobtfield))

*C++, Git.* Open-source mouth-controlled computer mouse for paralyzed gamers. Solution provides a \$50 alternative to \$2k commercial options. Won Instructables.com Microcontroller Contest 2018.