

Motoyoshi Yotomo

COMPUTER SCIENCE STUDENT | GAME PRODUCTION & PLANNING

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Professional Summary

Computer Science student with a background in competitive gaming and an interest in game development, game planning, and web development. Experienced in HTML, CSS, JavaScript, Adobe Illustrator, and Adobe Photoshop. Through interactions with professional gamers and members of the gaming industry, I developed practical knowledge of games, teamwork, and competitive environments. I aim to combine my technical and creative skills to contribute to future game projects.

Education

Bachelor of Computer Science

IN PROGRESS

Developing practical skills in programming, computing, web technologies, and software development.

Canadian International Matriculation Programme (CIMP)

COMPLETED

Completed a university-preparation programme and developed academic communication, research, and problem-solving skills in English.

Vantan Professional Training College, Japan

2019

Enrolled to pursue a professional gaming career. Developed knowledge of competitive gaming through interactions with professional gamers and gaming-industry professionals. After my team disbanded, I redirected my career toward education, technology, and game development.

Project Experience

Interactive Multi-Page Web Application

WEB FUNDAMENTALS GROUP PROJECT

Developed the multi-step registration and login simulation, client-side validation, and a searchable and filterable product catalogue using pure JavaScript.

Responsive Personal Portfolio

INDIVIDUAL PROJECT | 2026

Created a responsive and accessible portfolio using CSS Grid, Flexbox, custom properties, animations, persistent themes, and a dedicated print stylesheet.

Technical Skills

HTML

Semantic and accessible structure

CSS

Responsive layouts, Grid, Flexbox, animation

JavaScript

Validation, interactions, filtering and search

Adobe Illustrator

Vector graphics and visual assets

Adobe Photoshop

Image editing and digital content creation

Languages

Japanese

Native / First language

English

Second language

Career Objective

To build a career in game production or game planning, combining my knowledge of gaming with technical, creative, teamwork, and problem-solving skills.

Contact

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