
SUMMARY

I have been programming and studying game development for 4+ years and have completed a Bachelor of Games and Virtual Worlds (Programming). Which has involved me in multiple group projects and game jams. I am hardworking, dependable, and love learning new things, especially new ways to improve and optimize my code.

COMPUTER SKILLS

Languages

- C++.
- C#.

Software

- Unity
- Visual Studio
- GitHub, TortoiseSVN, SourceTree

Other Skills

- UML, Class diagrams, TDD (Technical Design Document)
- HTML, CSS
- Agile Methodologies

Audio Programming

- Experience in using FMOD's low-level API to create an audio visualizer.

Physics Programming

- 2D and 3D physics engine that utilizes rigid bodies to calculate the physics for boxes, spheres, planes, OBB (orientated bounding box), and AABB (axis-aligned bounding box).

Graphics Programming

- A 3D graphics engine that can render textures, models, and shaders which I learned how to create. It also can create particle emitters and has directional lighting.

AI Programming

- A project that uses A* pathfinding to navigate an AI agent through a grid also has AI behaviors such as follow, seek, patrol, and wander.

PROJECT EXPERIENCE

Otto, Unity (C#)

2018

AIE, Gameplay Programmer

- A 3D platformer where you play as an otter. A 6-person project that went for 5-6 months that used scrum meetings to keep on track. There was one other programmer who focused on the player, so I worked on menus, UI, collectibles/game manager, camera, enemy AI, etc.

Stake Driver, Unity (C#)

2018

AIE, AI Programmer

- 2 Day game jam for mobile phones, which tested our abilities to communicate and execute tasks efficiently. I worked on making the level endless and the enemies which capitalized on object pools to help optimization.

Spatial Partitioning Project, Unity (C#)

2019

- A project which tests different Spatial Partitioning techniques against each other in Unity to determine how much of an impact it makes with 1000+ AI agents on the screen. Some of the techniques include the K-d tree and Quadtree.

EDUCATION

AIE (Academy of Interactive Entertainment)

2017-2019

Melbourne, Victoria

- Bachelor of Games and Virtual Worlds (Programming)

Swinbourne Secondary College

2015-2016

Melbourne, Victoria

- VCE
- Certificate III in media (VET)