string name = "Kees Tucker"

string address = "8 Dell Way Judea";
int phoneNumber = 0204335337;
string email = "dev@stickroyalegame.com";
string[] websites = new string[] {"keestucker.com", "stickroyalegame.com"};

public void Objective(){

Debug.Log("I'm looking for work in the games industry, preferably in a passionate, personal studio with a heart. I want to expand from solo indie work to working in a team with like-minded individuals. I want to work in a fun and evolving environment.");

}

public void PersonalStatement(){

Debug.Log("I am a 17 y/o who aspires to a career in the games industry, so far my game design has been a side-line in my spare time, while I relied on freelance website development to support myself. This year, I applied for Waikato University (Engineering) after completing my NCEA level 3 with excellence a year early. I was accepted and given two scholarships. After beginning my study I realised I did not want to be an engineer I wanted to pursue my true interests. I hope to join an amazing team of developers and want to be able to pursue a career in which I feel at home and happy. I am currently looking at different ways to achieve my dream career, whether that be as an intern, going to university and studying Game Development but ultimately I'd like to work for a real company and learn through experience.");

}

//Your probably tired of reading this in unity C#, so I'll convert it for you :)

printAndFormateCV(cv.docx);

Executed Successfully →

TECHNICAL SKILLS

- Experienced in Unity and C#, small amount of experience in Unreal Engine. I have recently completed an alpha demo version of my game, Stick Royale, which can be downloaded here: https://www.dropbox.com/s/g24mxhpml2r1jy5/StickRoyaleDemo.zip?dl=0, and website is here: stickroyalegame.com. The entire game is centred around a unique, fun and dynamic gameplay experience.
- Procedural animation – animation which responds to environment, allowing fluid and dynamic movement of characters in response to situations in game, a good example of this is Totally Accurate Battle Simulator.
- Experienced UI & UX website dev, I have been freelance web developing since I was 15. Javascript, Dynamic CSS etc.
- Adobe Suite – Illustrator., photoshop etc. – moderately experienced.
- Maya and various 3d modelling software. – moderately experienced.

PERSONAL SKILLS

- I love PEOPLE, I don't believe that coders are anti-social code cave monsters.
- I'm enthusiastic, I'm young and I love what I do. I cant learn enough, always craving to improve and expand my knowledge and skills.
- I am resilient, even though I am young, I have developed a thick skin and always keep pushing to finish what I've started, I think this is due to the fact that I have already been a part of a very competitive work space – freelance web development.
- I am humble, I know I'm young and I don't pretend to know more than I do, I look up to those with more experience and love it when I can learn from them.
- I'm motivated, I know when it's time to work and am very good at modulating my own work pace and not slacking off.

WORK HISTORY

Freelance Web Dev

Tauranga
2016-Current

Worked for clients wanting small, unique, dynamic sites
- Orca Wild Adventures – Tourism website
- Plantonics – Now not active as business went bust
- Various other websites including my own keestucker.com and stickroyalegame.com

Indie Game Dev

Tauranga
2017-Current – in my spare time

Lead dev, marketing, basically everything
- Been working on various projects leading up to my latest, Stick Royale
- I'm not an amazing artist so my games have always focused on being fun to play, goofy, with hilarious physics – hence procedural animation.
- Stick Royale was going to be published by Landfall, the publishers of Stick Fight – the game mine was inspired by, this fell over due to them being Swedish based and not having enough spare resources. Now I plan on releasing the game myself or with a publisher.

Custom Rubber – Engineering Workshop

Oropi, Tauranga
2018-Current

Labourer
- I am capable of actually doing stuff in real life too.
- I help operate a workshop, including designing CAD models.

QUALIFICATIONS

Tauranga Boys College

Tauranga
2014 - 2018

NCEA Level 1, 2 & 3 completed with excellence endorsement.

COMMUNITY AND VOLUNTEER EXPERIENCE

Taranaki R.A.T.S (Riders against teenage suicide)

Taranki
2018-Current

Support – Volunteer at events & participate in group motorcycle rides raising awareness for teenage suicide.
- A cause very close to my heart. I'll do anything to help these amazing people.

SSS Tutoring – Tauranga Boys College

Tauranga
2017-2018

Tutor helping students struggling in NCEA
- I love helping those in need, and seeing people actually benefit was absolutely amazing.

ACHIEVEMENTS

- 2017, 2018 – Top Digital Technology student at Tauranga Boys College
- My various projects, including a fully operable Remotely Operated Underwater Vehicle.
- Some kayaking awards, but I'm applying for a game studio not the Olympics.

INTERESTS

- **VR/AR** I find this new sector extremely interesting and love experimenting in VR, I have yet to make a full game in VR yet.
- Coding – C#, basically any C based language, javascript etc.
- Procedural Stuff (Animation and Terrain generation).
- Motorbikes (Supermoto/Adventure Riding).
- Making people laugh – mental health.
- People – Supporter of LGBT and breaking racial stereotypes etc.
- Old people's music & indie Hip Hop/Rap.

REFEREES

Mark Paterson
A jack of many, but not all trades, aquarium manager at Waikato University.
Waikato University
0273563840

Justin (for some reason his last name is a mystery)
Entrepreneur, Engineer
Custom Rubber
0276998898