Callum Mountford

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2nd Year Games Programming student at the University of Staffordshire

PROFESSIONAL SUMMARY:

Motivated second-year Games Design and Programming student with a creative background in the music industry, building a strong foundation in game development. Skilled in the creative process and committed to continuous learning, with a proactive approach to problem-solving and embracing new challenges to deliver engaging, high-quality projects.

SKILLS & TOOLS:

- Programming Languages: C++, C#, HTML/CSS, JavaScript
- Game Engines: Unity (C#), Unreal (Blueprint, C++)
- Tools: Git, Logic Pro, Pro Tools
- Soft Skills: Agile, Leadership, Communication, Problem-Solving, Team Collaboration

EDUCATION:

BSc (Hons) Computer Games Design & Programming, University of Staffordshire (Expected 2027)

Relevant Modules: Programming Fundamentals, Game Prototyping, Mechanics Design, C++ In Engines, Audio Development

Level 3 Extended Diploma in Music, Newcastle and Stafford College Group - D*D*D* (2018-2020)

GCSEs - 10 GCSEs graded 8-5, Music 8, ICT D* (2018)

PROJECTS:

Whispers Of Doubt (Unity) – Solo Developer, University of Staffordshire (5 Week Project) see portfolio for more info

A detective game where players analyse case files to determine guilt, featuring branching outcomes based on verdicts.

- Designed all levels, mechanics, and narrative progression
- Applied agile development methods to scope, plan within a 5-week timeframe
- Built a dynamic UI system allowing interactive document handling (drag, layer, enlarge) via Unity canvas
- Created a branching narrative system where second-day cases adapt based on prior player decisions

Defective (Unreal) – Solo Developer, University of Staffordshire (8 Week Project) see portfolio for more info

A top-down action game with different weapon types and gameplay mechanics from concept to completion.

- Developed core gameplay systems, including player health, death state, movement enhancements, and speed boosts
- Designed a modular weapon system using parent classes, supporting diverse weapon types and behaviours
- Created dynamic environmental hazards like timed explosive crates and lava pits using Niagara and Blueprint logic
- Designed multi-stage levels with evolving gameplay challenges and progressive enemy encounters

EXPERIENCE:

Freelance Musician & Educator (Self-Employed)   February 2018 – Present

- Lead and manage a function band playing live at weddings and corporate events internationally
- Handle bookings, coordinate event details, and communicate directly with clients to make sure everything runs smoothly
- Write and produce original music for media projects, combining creativity with technical skills
- Teach private music lessons, creating personalised lesson plans and managing schedules
- Used creativity and problem-solving daily to meet the needs of varied clients and performance environments

Interests: Passionate about music creation and creativity through any medium, like video games and film. I enjoy collaborating with others who share artistic and technical ideas.

References available on Request