CANE NEILSON

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SKILLS

- C-Sharp
- Python
- JavaScript
- Unity Engine
- React
- Software Development
- Game Development

EDUCATION

BACHELOR OF GAMES AND INTERACIVE ENVIRONMENTS
2021 - 2024
Major: Software Technologies
Queensland University of Technology

Relevant Courses
- AI & Game AI
- Algorithms & Complexity
- UX
- Discrete Structures
- Computational Math's
- Game Innovation

LANGUAGE

English
Japanese

Software Engineer / Game Developer

Motivated developer with 3yrs experience in C# and the Unity Engine. Passionate about developing games, software apps and enthusiastic about learning new skills. Proactive person and problem solver experienced with AGILE methodologies, dedicated to crafting projects that evoke a sense of pride and accomplishment.

EXPERIENCE

DEVELOPER INTERN - CAPSTONE PROJECT

Rio Tinto Company Limited

Mar - Nov 2023

- Produced interactive software to educate university and high school students about AMD in mining and how it can be managed
- Utilised C# to develop the backend system and designed and implemented the minigames of the educational gaming application
- Took part in bi-weekly meeting to convey progress and discuss improvements with project leaders spanning 50 INAP members

WAREHOUSER

City Beach Australia

Nov 2020 - Present

- Inventory management, order picking, packing, and shipping.
- Trained new warehouse team members on proper handling procedures and safety protocols.
- Tested inventory management software and provided feedback on improvements

PROJECTS

DISH STACKER VR

Queensland University of Technology

Mar - Jun 2023

- Developed a VR game to be showcased at QUT
- Implemented AI systems, modeled NPC agents, Beizer curves and physics to calculate game object flight paths
- Play-tested the game with eight users to identify issues and possible additions, applying this data to improve the game

THINKING OF FUTURES

Queensland University of Technology

Jul - Nov 2022

- Produced an educational game made for Queensland University of Technology to teach regional students about the pathways to University
- Implemented Player Controls, UI systems, Dialogue systems and early prototypes
- Play-tested with 10 total end users bi-weekly to find bugs and to refine the games design

See my portfolio here : https://canenei.github.io/