Shane Hoskin

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Education

42 Adelaide (C)
2022 - current // Adelaide, SA 5000

Academy of Interactive Entertainment (AIE) (C#/C++)
2019 – 2021 // Adelaide, SA 5000

  ▷ **Diploma of Game Programming**
  ▷ **Advanced Diploma of Game Programming**
  ▷ **Graduate Diploma of Management (Learning)**

Willunga High School Year8 - Year 12/SACE

Experience

Unity Programmer (C#) @ TachyonFive
Jul 2019 – Sep 2019 // Adelaide, SA 5000
  ▷ Enemy AI movement pattern/Navmesh and weapons
  ▷ Player movement, abilities, and camera

Unreal Engine Programmer (C++) @ Architectus
Mar 2020 // Adelaide, SA 5000
  ▷ Continue previous teams work on VR airport project with NPC interactions and points jumping

Kitchen Hand @ The Cremorne Hotel
Oct 2021 – Current // Unley, SA 5061
  ▷ Busy restaurant taking chefs requests with speed and accuracy

Team projects at AIE

Some **skills** built through the projects:
  ▷ Git
  ▷ Team building
  ▷ Pre-production and scoping

Team project **Unity Programmer (C#)** @ Team Luminous
Sep 2019 – Nov 2019
  ▷ 3D Player movement

Team project **Unity Programmer (C#)** @ Skates' Delivery
June 2020 – Nov 2020
  ▷ NPC AI with spline node foundation
    : Pedestrian NPCS, Vehicle NPCS

Team project **Unity Programmer (C#)** @ Fringe Realities
2021 (Side project)
VR Horror project prototype 1
  ▷ Steam VR movement
VR Horror project prototype 2
  ▷ OpenXR VR
  ▷ Automated game builds
  ▷ Game Analytics