

# Shane Hoskin

## Unity Programmer

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## Industry Experience

### Unity Programmer @ TachyonFive

Jul 2019 – Sep 2019 // Adelaide, SA 5000

- Enemy AI movement pattern/Navmesh and weapons
- Player movement, abilities, and camera

### Unreal Engine Programmer @ Architectus

Mar 2020 // Adelaide, SA 5000

- Continue previous teams work on VR airport project with NPC interactions and points jumping

## Education

Academy of Interactive Entertainment (AIE)

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

## Team projects at AIE

### Team project **Unity Programmer** @ Team Luminous

Sep 2019 – Nov 2019

- 3D Player movement
  - : Jump, Push/pull box, Pickup/throw box, Ledge grab/release/getup/jump

### Team project **Unity Programmer** @ Skates' Delivery

June 2020 – Nov 2020

- NPC AI with spline node foundation
  - : Pedestrian NPCS, Vehicle NPCS
  - /\* NPC moves between nodes and makes a decision at the node then moves to another node and interact with other NPCS between them \*/

### Team project **Unity Programmer** @ Fringe Realities

2021 (Side project)

VR Horror project prototype 1

- Steam VR movement
  - : Teleport movement, Object interactions

VR Horror project prototype 2

- OpenXR VR
  - : Continuous movement, Object interactions
- Automated game builds
- Game Analytics