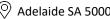
Shane Hoskin

Unity Programmer

📞 0468 723 196 🖂 shoskin@hotmail.com.au 🝳 Adelaide SA 5000



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