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