

Shane Hoskin

 0468 723 196  shane.hoskin@outlook.com  Adelaide SA 5000  shanehoskin.com

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 in 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 in C# @ Team Luminous**
Sep 2019 – Nov 2019

- ▷ 3D Player movement

Team project **Unity Programmer in C# @ Skates' Delivery**
June 2020 – Nov 2020

- ▷ NPC AI with spline node foundation
 - : Pedestrian NPCs, Vehicle NPCs

Team project **Unity Programmer in 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