

Colin Butt



0478 038 683



colinbutt@gmail.com

Personal Summary

I am a passionate game developer who has studied both design and programming and is looking to get a foothold in the game industry that will allow me to continue growing my skills. I have learned to develop games in C++ and C#, and have excelled when working in game engines like Unity and Unreal as well as custom frameworks. I am an enthusiastic and hardworking individual with a strong work ethic and, I am eager to take on new challenges.

Skills

Programming Skills

- C++/C#/.lua
- Rapid prototyping
- Content creation
- Playtesting/Quality Assurance
- Debugging

Personality Traits

- Works well under pressure & able to meet daily targets.
- Honesty, reliability and loyalty
- Willingness and enthusiasm to learn new skills and abilities
- Self-motivated learner and worker

Design Skills

- Collecting and analysing feedback
- Game Systems Design
- Documentation writing
- Mobile gaming
- Narrative development

Other Skills

- Able to prioritise and meet deadlines
- Problem analysis and problem-solving.
- A high level of professionalism, as noted by my former teachers and coworkers.
- Strong eye for detail, honed while coding and making games.

PROFESSIONAL EXPERIENCE

July 2018

Game Developer - Life Skills Group Online

–March 2019

- While working in a small team, brainstormed, prototyped, polished and published small, scalable games that help primary school children learn about social-emotional skills such as kindness, making friends and working with others. Portfolio link: <http://colinbutt.github.io/LifeSkills.html>

Education

2015-2017

Advanced Diploma of Professional Game Development: Programming

- Developed strong Foundational programming skills.

2012-2014

Bachelor in Interactive Entertainment: Major in Game Design

- Developed strong critical thinking and problem-solving skills.

REFERENCES

Available on Request