

Colin Butt

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Portfolio: <http://colinbutt.github.io/>

Objective

I am a game developer who has studied both design and programming, and am seeking a position that will allow me to prove my skills while continuing to grow them.

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.

Experience

Games Developer For Life Skills Group Online

Contract, (July 2018 to April 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.

Key responsibilities:

- Fortnightly sprint setting involving a sprint planning session and a daily scrum.
- Scriptwriting of lesson/age appropriate content.
- Designed and developed 9 different types of games that were used in multiple lessons.
- Playtesting and bug fixing of all games to ensure they integrated with the platform.
- Responding to feedback on game specs, both from inside the team and from players.

Technologies used: Construct, Github, Slack, Unity, Trello, Vuforia AR.

Portfolio link: <http://colinbutt.github.io/LifeSkills.html>

Game Programmer for Major Project at AIE. (October 2017 to May 2018)

Developed a mobile game, Mathtastic Monsters, designed to help students enhance their maths skills by answering questions to fight in RPG-styled battles. Developed in a team of six.

Iterative implementation of:

- Implemented game Prototype and collected feedback
- Procedural generated questions
- Developed tools for designers to rapidly create, iterate and test new levels
- Behaviours for 5 unique boss fights
- Playtesting for both errors and balance

Technologies used: Unity, Github, Trello, Discord, google documents.

Education

Advanced Diploma of Professional Game Development: Game Programming 2015 - 2017

- Developed strong Foundational C++/C# programming skills.
- Worked to learn new technologies while building games.

Bachelor in Interactive Entertainment: Major in Game Design 2012 - 2014

- Developed strong design and problem solving skills.
- Developed understanding of design sensibilities and considered communication.