

# 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 seeking a position that will allow me to prove my skills while continuing to grow upon them.

I have learned to develop games in C++ and C#, and have excelled when working in game engines like Unity or Construct 3.

## Experience

### **Games Developer For Life Skills Group Online**

**Internship, (July 2018 to Oct 2018), Contract, (Oct 2018 to April 2019).**

While working in a small team, brainstormed, prototyped, polished and published small, scalable games that help players 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.
- 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 3, Github, Slack, Unity, Trello Vuforia AR.

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

### **Game Programmer for Major Project at AIE. (Oct 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

- Procedural generated questions
- Developed tools for designers to rapidly create, iterate and test new levels
- Behaviours for 5 unique boss fights

Technologies used: Unity 2017, Github, Trello (task list and issues tracking)

## Education

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

- Developed strong Foundation C++/C# programming skills, and worked to learn new technologies while building games, both independently and in teams.

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

- Developed strong design and project management skills

- Developed understanding of Game Theory and implementing game mechanics.