

Christopher Bowles

Games Programmer

Education

Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment, Melbourne, VIC

Feb 2018 - Dec 2019

Comprehensive C++ and general programming training.
Interdisciplinary group projects where full games were developed with Unity in C#.

Certificate II Aeroskills

ATSV (Federation Training), Essendon, VIC

March 2016 – July 2016

Bachelor of Business (Marketing) and Bachelor of Business (Management) (Double Degree)

Monash University, Caulfield, VIC

March 2012 – Dec 2014 (Withdrew)

International Baccalaureate (IB)

The Kilmore International School, Kilmore, VIC

Jan 2006 – Dec 2011

Projects

fsh zone

Capstone Project at AIE

c#, javascript, SQLite | Unity, Node.js, Socket.IO

2019

A small online multiplayer hangout browser game. Features a dedicated server written in JavaScript which interacts with a client made with Unity. My major contributions to the project have been the creation of an analytics solution using SQLite, and implementing the quest and inventory systems. All of these have been integrated into an existing codebase.

Moped Mayhem

Team Project at AIE

c# | Unity

2018

Moped mayhem is a game about delivering food while avoiding the mafia. I was the Lead programmer for the project. It taught me how to

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Skills

Problem Solving

Teamwork &

Communication

Self-Motivation

Languages

C++

C# (.NET / Unity)

JavaScript

SQLite

Software

Visual Studio

Unity

Version Control

Git

Subversion

References

Available upon request



<https://crisbwls.dev>

work with designers and artists and about the processes they use.

