David Hestelow

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A keen passion for gaming, through the creation and implementation of complex systems, especially around the fields of AI and procedural generation. Always ready to learn and further develop my craft

Education

Bachelor of Science in Games Development
University of Technology Sydney

March 2020 - November 2022

NSW Higher School Certificate
Arden Anglican School

2019

Work Experience

Notetaker

University of Technology Sydney
February 2022 - November 2022

- ❖ Took notes for other students in various IT related subjects as part of the Universities accessibility service
- ❖ Heavily time constrained as only 24 hours since the end of classes to refine and deliver notes to the assigned students
- ❖ Thorough communication was required to ensure the notes met the specifications and requirements set by the specific needs of each student

Active Listening | Self-management | Due Diligence | Communication | Reliability

Games and Unity Engine Consultant

Studio Gilay
June 2022 (over two days)

- ❖ Initial Research and Discussion with the company on the use of the Unity Engine for their educational web- based game

Research | Game Development | Communication | Reliability | Unity

Key Projects

Antipede

March 2022 - July 2022
Selected for and show at UTS during the 2022 Autumn Tech Festival

- ❖ Made in Unity with C#
- ❖ Combined finite state machine and behaviour tree model for the AI
- ❖ Full saving and loading of the game to a JSON file
- ❖ Project used the agile methodologies of sprints and user storying
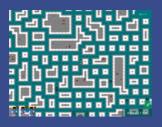- ❖ All ant models and animations custom made

More Details

Island Survival

❖ Made in Unreal with C++
❖ Seeded, Perlin noise based, random island and biome generation
❖ LAN Multiplayer
❖ Main menu and lobby UI

September 2021 - November 2021

Selected for and show at the 2021 spring Faculty of Engineering and IT showcase
1 of 12 students selected out of 60

More Details

Large Scale Procedural Pacman

❖ Made in Unity with C#
❖ 4 unique types of AI
❖ Random mazes based on a user defined size, using recursive backtracking
❖ Saving and loading of players scores

September 2020 - November 2020

Selected for and show at the 2020 spring games showcase
1 of 4 students selected out of 200

More Details

Skills

Soft Skills
- *Time Efficient*
- *Fast Learner*
- *Team Player*
- *Reliable*

Programming
- *C#*
- *C++*
- *Python*

Project Management
- *Agile Development*
- *User Stories*
- *Jira*
- *Trello*

Tools
- *Unity*
- *Unreal*
- *Github source control*
- 3D modelling with blender
- Unity Analytics

---References Available Upon Request---