

# David Hestelow



+61 0419260344



djhestelow@gmail.com



<https://www.davidhestelow.com/>

*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, sub-major in data analytics

March 2020 - November 2022

University of Technology Sydney

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



March 2022 - July 2022

Selected for and show at UTS during  
the [2022 Autumn Tech Festival](#)

### Antipede

- ❖ Made in Unity with C#
- ❖ Combined finite state machine and behaviour tree model for the 5 types of AI
- ❖ Full saving and loading of the game to a JSON file
- ❖ Project used the agile methodologies of sprints and user stories
- ❖ All ant models and animations custom made

[More Details](#)



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**

## Island Survival

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

[More Details](#)



September 2020 - November 2020

**Selected for and show at the 2020  
spring games showcase**

**1 of 4 students selected out of 200**

## Large Scale Procedural Pacman

- ❖ Made in Unity with C#
- ❖ 4 unique types of AI, using A\* pathfinding to ensure appropriate directions of movement
- ❖ Random mazes based on a player defined size, using recursive backtracking
- ❖ Saving and loading of players scores

[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---