ETHAN DAWKINS

Game Systems / Gameplay Programmer

CONTACT

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SKILLS

Game Engines
- Unreal 4/5
- Unity

Programming Languages
- C++
- C#

Source Control
- Branching
- Merging
- Git

Team Based
- Communication
- Creative Thinking
- Time Management

EDUCATION

Academy of Interactive Entertainment

Feb 2023 – Dec 2023
- Advanced Diploma of Professional Game Development

Feb 2022 – Dec 2022
- Diploma of Screen and Media
- Diploma of Information Technology

A competent game programmer who specializes in developing game systems and gameplay mechanics. Experience using the Unreal game engine in both a team and solo setting. Has developed many games with Unreal, as well as pure C++ console applications.

EXPERIENCE

Graduate Software Engineer – Konami Australia

Mar 2024 – June 2024
- Served as a major contributor to game software development, using C++.
- Collaborated with teams of engineers, designers, artists, and QA to ensure quality and market criteria meet product plans and customer requirements.
- Analyzed software requirements to determine feasibility of designs, timelines and completion schedules for product releases.
- Worked with other departments as needed to resolve issues reported from the field.

Custom Game Engine – Personal Project

Jan 2024 – Feb 2024
- Created a basic game engine utilizing the Vulkan graphics API, with a custom physics engine.
- Developed entirely in C++, from scratch.
- Focused on the architecture of the engine, to allow for more modularity and sustainability.

Ability System – Personal Project

Dec 2023 – Apr 2024
- Re-created some of the core abilities from the Dishonored franchise using Unreal Engine 5.
- Researched and combined multiple gameplay systems to achieve each unique ability.
- Created a generic framework for implementing abilities and linking them to UI elements.

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Major Production – Carpe Diam Interactive

Aug 2023 – Dec 2023

- Collaborated in a small team, without artists, from proof of concept to gold.
- Developed a technical slice of a top-down shooter in Unreal Engine 4.
- Used AI behaviour trees to make enemies react to player actions and follow specific paths.
- Worked with the team to create a deterministic replay system that shows players' past runs and enemy pathing.
- Tested builds at various stages of development to identify and remove bugs.

Math Library – Personal Project

Jun 2023

- Developed a simple mathematics library covering vectors, matrices, and quaternions.
- Made in C++, from scratch with no dependencies.
- Researched and converted the project to compile as a dynamic linked library.

AI Showcase – Academy of Interactive Entertainment

Jul 2022 – Aug 2022

- Researched and implemented simple AI using A* and Dijkstra's pathfinding algorithms.
- Created a state machine to manage the AI states.
- Developed in C++, using Raylib.

REFEREES

Emilie Reyes – Software Manager – Konami Australia

0403 812 922

Jesse James Donlevy – Programming Teacher – AIE

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