OLIVER BARCLAY

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My GitHub: eggnogplus.github.io

About Me

I'm Oliver Barclay and I'm a 3rd Year Software Engineering student at the University of Canterbury. With solid experience in Java, SQL, Python, C/C++, and JavaScript, I enjoy turning complex real world challenges into practical solutions and collaborating with keen developers and business leaders who want to achieve high-quality products. NZ and US citizenship. *I'm open to all intern positions during the summer of 2025-2026.*

Experience

Solo Game Developer (March 2025 - Present)

Self-managing the full development of a commercial 2D indie game using the Godot Engine.

- Learning GDScript, game engine systems, and general game design principles as development progresses
- Designing and implementing core gameplay mechanics, including physics-driven movement and an AI behaviour system
- Managing project scope and deadlines
- Learning new tools and problem-solving technical challenges in real time
- Applying transferable skills like systems thinking, creative problem-solving, and iterative development

Noel Leeming Seasonal Team Member (Summer Break 2023 & 2024)

- Worked over the summer, including the busy and frantic Holiday sales
- Worked on the till helping customers with their purchases and any customer service issues they may have while shopping
- Able to conduct myself in a busy environment in a customer facing role
- Able to juggle multiple intensive tasks and quickly learn on the job customer service skills

Assets Manager/Certified First Aider/Service

- Former Assets Manager for a sub-committee of the Drama Society at UC.
- Successfully completed the Comprehensive Workplace First Aid Course.
- Organised and ran a clothes drive that packaged clothes donations for underprivileged families in the area while managing junior volunteers.
- Volunteered as a Theatresports coach, teaching improv and acting

Education

Third Year Software Engineering Student at the University of Canterbury (2023-Present)

- Achieved A+ on the Software Engineering project where we self managed to produce a high quality piece of software within a given timeframe and specifications
- Proficient in Java, Python, C/C++, SQL, TypeScript, and Cucumber & Gherkin Testing
- Applied Agile/Scrum methodologies in collaborative team environments to develop a year long software product

- Academic Honors (2021). NCEA Excellence Endorsement (2020 - 2022)
- Appointed a Peer Support Leader (2022)
- Elected a member of the Arts Council in 2021 and 2022
- Various cups and awards for Drama and Diligence

Skills

- **Java**
    - Automating Tests (Junit and Cucumber tests)
    - UI/UX Design with FXML of a JavaFX application
    - Completed a project from initial planning to pushing a final JavaFX product
- **Python Programming & Algorithms**
    - Built parts of a Python Compiler
    - OO and Dynamic Programing
- **HTML, CSS, React, TypeScript**
    - Solo developed a full stack web application for hosting movie reviews from the ground up
- **SQL**
- **C/C++**

- Embedded Systems
- OpenGl Computer Graphics
- **Git**
    - Hands on Experience with Git and project management within a team
- **Agile/Scrum Methodologies and Project Management Skills**
    - Applied in a year-long team project
- **Business Analysis**
    - Understanding user needs, clarifying requirements, and translating them into clear, actionable user stories that align with business goals
- **Humour**

Godot & Unity Engine
- Practical knowledge of developing games with Unity in C# and Godot in GDScript
- Experience developing games from start to finish
- Unity:
    - Tiso Tag: online multiplayer parkour tag game
    - Conway's Game of Life: a reimagining of the classic game with interactive physical game objects
- Godot:
    - Ballistic: Arcade style endless game with an emphasis on momentum

References

Diana Lee
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