

English CV

- Passionate game developer, with a background in gameplay and graphics programming
- Has experience with the entire development pipeline, including project management and testing

Technical Skills

Languages: C/C++, C# (4 years), HLSL (1 year), x86 Assembly (1 year)

Software: Unity engine, Unreal engine 4, Autodesk Maya / 3DSMax, Visual Studio, Microsoft Office, Trello

Frameworks: DirectX 11, DirectX 12, OpenGL, SFML, Vulkan

Graphics Programming: Created a game framework within DirectX 11, using modern rendering techniques

Project Experience: Have experience working with small teams, with artists, designers and other programmers, often adopting other roles (producer / designer) alongside Programming

Project Experience

ProjectA (2022)

Role: Gameplay Programmer

Languages: C#

Implemented all gameplay mechanics within the game, including enemy spawning, movement, inventory and AI.

Worked closely with Artists to implement their animations into the game, and write shaders.

ProjectB (2022)

Role: Gameplay Programmer, Team Producer

Languages: C++

Managed the production of the project, hosting scrum meetings and following Agile Development.

Created systems within the game, such as flight combat, NPC interactions and enemy AI

Education

BSc (hons) Computer Science for Games - Sheffield Hallam University - 2020 - 2025

- Specialized in Graphics Programming
- Founder of SHU GameJam society
- Achieved various accolades

BTech Games Technology - Confetti - Nottingham Trent University - 2018 - 2020

- Worked on a variety of projects, within all disciplines of game development
- Tested various games for studios such as Riverhorse or Crime Coast
- Student of the year (2019)

Misc

Favorite games: Final Fantasy XIV, Monster Hunter Generations, The Legend of Zelda: A Link to the Past

Hobbies: Iaido, Cooking, Mountain Biking

Portfolio available on request (github.com/EwanBurnett/)

Ewan Burnett //WIP - not all information will be true as of today... but one day! Aiming for Sept 2022!