

Ewan Burnett

Experience / Education

2:1 | MComp Computer Science for Games

Sheffield Hallam University

Sep 2020 - Present (1 year 1 month +)

Studying game-specific programming in C/C++, using frameworks like OpenGL or DX11 to create interactive applications.

Distinction | BTech Games Technology

Confetti Institute of Creative Technologies

Sep 2018 - Jun 2020 (1 year 10 months)

Studied the fundamentals of game development, including 3d Modelling, in-engine programming, project management and the development pipeline. to create interactive applications.

Tested multiple games for local studios:

- Unruly Ember – Untitled Bee Game - 2019
- Pixelsquad – Crime Coast - 2019
- Riverhorse Games – Terminator Dark Fate - 2019
- Riverhorse Games – KrowdFunder: The game - 2018
- Riverhorse Games -Jim Henson's Labyrinth – The Board Game - 2018
- Riverhorse Games - Pacific Rim – Extinction - 2018

Skills

Software Development • Microsoft Office • Game Programming • Project Management 3D Modelling • Mobile Applications • Mathematics • Version Control Tools • Shader Creation

Languages: C/C++, C#, HLSL, x86 ASM, SQL

Frameworks/Libraries: DirectX 11, DirectX 12, OpenGL, Vulkan, SFML, SDL, ImGui, Nvidia PerfHUD

Tools: Unity, UE4, Autodesk Maya / 3DSMax, Visual Studio, Git, Microsoft Office, Trello, MySQL

Projects

ProjectA (2020)

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 writing dynamic shaders

ProjectB (2021)

Role: Gameplay Programmer, Team Producer

Languages: C++

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

Developed systems within the game: flight combat, NPC interactions and enemy AI

Implemented User Interface