Jack Waldron

Portfolio: www.jackwaldron.dev
Email contact: Available on request
Phone contact: Available on request
Location: Brisbane, Australia

Objective

To further my career as a game developer within the industry. I'm interested in the programming and development of games and interactive environments while exposing myself to all areas of the workflow. I am able to effectively work well with a team as well as on my own.

Qualifications

· Bachelor of Games and Interactive Environments (Software Technologies) | 2020 – 2023 (Expected) | Queensland University of Technology | GPA: 5
· Certificate III in Information, Digital Media and Technology
· Certificate III in Aviation (remote pilot – visual line of sight)
· Currently hold a RePL to fly Remote operated aircraft (Drones)

Awards

· NCSS Challenge (Intermediate) 2018 – Perfect Score
· Web.Comp (Intermediate) 2018 – Perfect Score
· Mini Jame Gam 20 (August 2023) - #16 Overall, #9 Special Object Implementation

Experience

· Experience in programming languages.
  o Highly Skilled: C#
  o Moderately Skilled: Python
  o Moderately Skilled: C
  o Moderately Skilled: HTML/CSS
  o Lightly Skilled: Javascript
· Experience in game engines
  o Highly Skilled: Unity
  o Moderately Skilled: Unreal
  o Lightly Skilled: GDevelop
· Released multiple projects on Itch.io at foodle.itch.io
· Experience with multiple platforms and emerging technologies such as:
  o Desktop
  o PCVR
  o Mobile
  o WebGL
  o Meta Quest Standalone

- Experience with a wide range of software:
    - Unity
    - Unreal Engine 4/5
    - Visual Studio
    - Visual Studio Code
    - JetBrains Rider
    - JetBrains WebStorm
    - Git/Github/Github Desktop/Sourcetree/SVN/TortoiseSVN
- Experience with Agile and scrum workflows
- Quick to learn new skills