

George-Thomas Beazley

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EDUCATION

Academy of Interactive Entertainment-Sydney – Diploma of Game Programming

February 2019 - October 2019

Units Studied:

Introduction to c++ – A basic introduction to c++, IDEs and version/source control. Focused on developing executables that had the ability to save and load binary files as well as have a working 2D rendered app that linked static and dynamic libraries provided by the school.

Maths for Games – Learned to create static/dynamic libraries and put them through unit tests. The libraries would be used for matrices and vector mathematics that could be redistributed into any project.

Code Design and Data Structures – Created Dynamic Linked List and Binary Tree Classes. Used the Data Structs to make an application that tested the products and a mimic of the simon game that used the classes.

Introduction to C# – Made a tool application using C# and winforms that could be used by games. The tool had to be able to save to .xml files and be able to read/load the files.

Cross Platform Development – In this unit, I created a project that could be played on both Windows and Oculus Go. The game I made was a duck hunt game where the player had to try and kill ducks flying around the scene. If the player missed 3 shots, they would fail the game.

Proof of Concept – This unit was where I worked with a team to come up with rough sketches of projects that was based around a theme. One of the projects would be selected by a client representative to be developed for major production

Major Production – The unit where my team and I built and managed a project in c++. The project was called 'Deja Brew'.

SKILLS

C#

C++

JavaScript

HTML/CSS

OpenGL

Unreal Engine Blueprints

PROJECTS

Deja Brew — Team Project

A 3d sidescroll platformer where the objective is to collect all beans in the level and get to the end point.

I was responsible for handling collisions, UI functionality, AI behaviour, Game Logic, scoring and progress functionality, User input and experience.

Software's involved in developing and managing the game:

- Microsoft Visual Studios 2017 CE
- Unreal Engine 4.23
- Github Desktop
- Slack
- Trello

Goodies and Ghouls – Team Project

A 2.5D Base Defense Strategy Game where the player must survive an endless number of waves of enemies by placing units before each wave.

I was responsible for handling collisions, AI behaviour, post process, Game mechanics and systems.

Software's involved in developing and managing the game:

- Microsoft Visual Studios 2019 CE
- Unreal Engine 4.23
- Github Desktop
- Slack
- Trello