CS

Callum Scholes
Game Developer

callum.scholes74@gmail.com
0423-166-710
www.callumscholes.com

Career Summary

Lead Developer
Polabi's Adventure
C++ Unreal Engine

JAN 2021 TO MARCH 2021

Developed an in-depth spell system. Added cloth physics, dynamic bone chain, and cutscenes. Worked on a variety of different post-processing shaders and material shaders. Implemented an AI buddy system that allowed you to order the AI buddy to be aggressive or defensive.

Lead Developer
Summoner's Dream
C# Terraria Mod

JAN 2020

Worked on a large codebase. Added 3 new minion summons and 1 sentry summon. Implemented a completely new AI system for Terraria. This mod has over 8000 downloads.

Lead Developer
I Hate Boring Quests
C# Unity3D

FEB 2020 TO APRIL 2020

Included an adaptable quest system based on 4 different quest archetypes. Worked on 4 different boss battles each with unique spells.

Lead Programmer
Immortal Protector
C# Unity3D

SEPT 2018

Game jam winner with the themes "Life." and "Island.". Leader of a team of 4 people. Implemented a shop system. Developed the life cycle of the creatures.

Skills

Coding Languages

C#
C++
JavaScript

Engines and Frameworks

Unity
Unreal Engine
.NET
ReactJS