

CALLUM SCHOLES

SOFTWARE ENGINEER

Callum.Scholes74@gmail.com
(61) 423 166 710
linkedin.com/in/callum-scholes-71b654123/
github.com/hapyprogrammer

ABOUT ME

I am a self taught game developer who has been programming for 4 years. I am very familiar in using Unity and the Unreal engine and capable of programming in all areas of game development. I am very comfortable in working in a 3D environment, but I also made plenty of 2D games too.

As someone who is very passionate about learning new technologies, I have also learnt many other programming languages and programs. I have a great understanding in JavaScript, C# and C++. Other programming languages that I have also learnt include Java, Lua, Python, Go, and PHP. I believe I can adapt and familiarise myself with any project and the environment efficiently. I love working on challenging projects and learning from other developers.

SKILLS

- C#
- Unity
- Visual Studio
- Python
- C++
- Unreal
- Git
- Lua
- Game Design
- Self-starter
- Communication
- Time Management

EXPERIENCE

Modding & Open Source - 16/01/19 - Present

I have also done modding for a variety of games, such as Warcraft 3, Binding of Isaac and most recently Terraria. My most recent mod has had up to 1000 downloads and is continuing to grow to this day. I have also contributed to various Open Source projects. Live Split is my most recent contribution.

Such experience has provided me with opportunities to familiarise myself on working with large code bases. I was able to understand the areas of code required to achieve my end result efficiently.

PROJECTS

I Hate Boring Quests - 01/02/20 - 17/04/20

A 3D Action-Adventure Boss battling game where you complete seemingly boring quests. You then battle the NPCs' that gave you the boring quests. Each boss battle is unique and fun.

It was built in Unity3D and C# for windows. I was able to implement some animation masking to allow for both shooting and running animations at the same time.

Immortal Protector - 14/09/18 - 16/09/18

A 3D Life Simulator game. You can grow your creatures and collect their souls when they die to buy perks.

This game was a winning game jam submission. I worked on this with 3 other team members for 48 hours. This was made in Unity and the themes were "Life" and "Island".