



# Callum Scholes

## Game Developer

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### 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

I Hate Boring Quests  
C# Unity3D

FEB 2020 TO APRIL 2020

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

#### Lead Developer

Summoner's Dream  
C# Terraria Mod

JAN 2020

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

#### Lead Programmer

Immortal Protector  
C# Unity3D

SEPT 2018

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

### Skills

#### Coding Languages

C#  
C++

#### Engines and Frameworks

Unity  
Unreal Engine  
Git