



# 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

Summoner's Dream  
C# Terraria Mod

JAN 2020

Worked on a large code base. Added 3 new minion summons and 1 sentry summon. Implemented a completely new AI system for Terraria.

#### Lead Developer

I Hate Boring Quests  
C# Unity3D

FEB 2020 TO APRIL 2020

Included an adaptable quest system based on 4 different quest types. 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.

### Skills

#### Coding Languages

C#  
C++  
JavaScript

#### Engines and Frameworks

Unity  
Unreal Engine  
.NET  
ReactJS