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Summary

Highly skilled and motivated programmer with 2+ years of experience in developing and implementing software solutions. Specializing in C#, C++ as well as the Unreal Engine. Seeking a challenging position as a Programmer to utilize my strong programming skills and contribute to the success of a dynamic organization.

Projects

Night Terror — January - June, 2021

A short thriller game developed using agile development in collaboration with one other programmer and three artist

- Developed Night Terror using C++ in Unreal Engine 4.
- Led the implementation of project enemies, ensuring their functionality and purpose aligned with the project scope.
- Designed and created multiple unique custom enemies for the game, including additional ones that were not included in the final release.
- Collaborated with the team to maintain focus on the enemies' function and purpose within the project.

Wave Based Game System— January - February, 2021

Demonstration of a wave based game system made using Unreal Engine 4.

- Independently developed a wave-based game system using Unreal Engine 4.
- Designed and implemented a custom enemy spawner script that progressively increased the number of enemies per wave.
- Created a script that incremented the wave number once all enemies were defeated.
- Utilized C++ to develop all the necessary scripts for the wave-based game system.

Unity Pinball — May, 2020

A basic pinball game made using unity to demonstrate physics.

- Independently developed a basic pinball game in Unity, showcasing accurate physics simulation.
- Leveraged the natural rotation of a real pinball table to simulate realistic physics for the game.
- Developed custom scripts to track and increase the player's score as they acquired points.
- Implemented a unique script to replicate the experience of pulling a machine's plunger.
- Utilized custom C# scripts to implement each of the games mechanics.

Education

Academy of Interactive Entertainment— *Advanced Diploma*

August 2019 - July 2021

Technical Skills

C++ (2 Years)

C# (2 Years)

Unity (3 Years)

Unreal Engine 4 (2 Years)

SRPG Studio (2 Years)

GB Studio (1 Year)

id Tech 1 (1 Year)

Build (1 Year)

Git (3 Years)

Perforce (1 Year)

Scrum (2 Years)

Agile Development (2 Years)

Blender (1 Year)

Microsoft Visual Studio (4 Years)

Raylib (2 Years)