Justin Katic
Game Programmer

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Skilled programmer with a strong educational background and a commitment to excellence. Trouble-shooter who promotes C# and C++ skills, with a broad experience in game development.

Work History

Demon King *2021-07 – Current*

Game Programmer *Dead Bear Studio, Sydney, NSW*

Demon King Steam

• Integration of network code and ensuring stability.
• Integration of Steam.
• Publishing to Steam.
• Collaboration with team from a proof of concept to gold over 5 months.
• Ensuring time management is in place to reach alpha, beta, and gold deadlines.

Lich Legend *2020-11 – Current*

Game Programmer *JEAH! Studio, Sydney, NSW*

Lich Legend Android

Lich Legend Apple

• Wrote highly maintainable, solid code, forming core framework.
• Put together a team to create a published project on both IOS and Android.
• Operated as a solo programmer working with both artists and a designer.

2020-04 – Current

Assistant Teacher *Academy of Interactive Entertainment, Sydney, NSW*

• Assisted faculty and staff by teaching classes, conducting orientation programs, and issuing transcripts.
• Educated students studying Certificate II game programming qualification.

2013-03 – 2021-02

Warehouse Operator *Aldi, Sydney, NSW*

• Worked in teams to manage quality and quantity issues and returned unacceptable products to suppliers.
• Communication between team to ensure safe operation of moving equipment to receive and transport items from various warehouse locations.
• Verified accuracy of shipping and receiving documents and maintained records.

Student Projects

Earl The Teabag *2020-08 – 2020-11*

Game Programmer *Pyrite Studio, Sydney, NSW*

•Worked with cross-functional design teams to create software solutions that elevated end-user experience and significantly improved overall functionality and performance.
•Wrote highly maintainable, solid code, forming core framework.
• Streamlining deployment process by developing continuous integration tools.

Education

2021	**Advanced Diploma of Professional Game Development***, Specializing in Programming*
	Academy of Interactive Entertainment -Sydney
2020	**Diploma of Digital and Interactive Games***, Specializing in Programming*
	Academy of Interactive Entertainment -Sydney
2017	**Certificate IV Game Design:** *Game Design*
	TAFE NSW-Illawarra

Skills

- C#
- C++
- Testing/Debugging

- Source Control
- Unity Engine
- Unreal Engine

References

References available upon request.