Justin Katic

Programmer

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Highly educated programmer with commitment to excellence and more than two years of experience. Effective trouble-shooter promoting C# and C++ skills. Extensive understanding of game development.

Work History

2020-11 – Current

Programmer *JEAH! Studio, Sydney, NSW*

- Wrote highly maintainable, solid code, forming core framework.
- Put together a team to create a published project on both IOS and Android.
- Solo programmer working with both artists and designers.
  [Lich Legend Android](#)
  [Lich Legend Apple](#)

2020-04 – Current

Cert II Junior Tutor *Academy of Interactive Entertainment, Sydney, NSW*

- Helped faculty and staff in duties such as teaching classes, conducting orientation programs, and issuing transcripts.
- Provided knowledge to students studying Cert II programming.
- Maintained inclusive learning environment to enable students to gain maximum benefit from lessons.

2013-03 – 2021-02

Warehouse Operator *Aldi, Sydney, NSW*

- Evaluated supplies and product inventory to check for quality and quantity issues and returned unacceptable materials to vendors.
- Operated pallet jacks and material moving equipment to receive and transport items from various warehouse locations.
- Used forklifts and pallet jacks to relocate products.
- Verified accuracy of shipping and receiving documents and maintained records.

Projects

2021-07 – Current

Programmer *Dead Bear Studio, Sydney, NSW*

- Streamline deployment process by developing continuous integration tools.
- Streamline open-source programming assets into projects to shorten development times and enhance software compatibility.
- Ensuring networking code is always optimized and clear.
- Write highly maintainable, solid code, forming core framework.

2020-08 – 2021-11

Programmer *Pyrite Studio, Sydney, NSW*

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

Education

2021-02-Current	**Advanced Diploma of Professional Game Development: *Programming*** *Academy of Interactive Entertainment -Sydney*
2020-02-2020-11	**Diploma of Digital and Interactive Games: *Programming*** *Academy of Interactive Entertainment -Sydney*
2017-04-2017-11	**Certificate IV Game Design: *Game Design*** *TAFE NSW-Illawarra*

Skills

- C#
- Unity Engine
- Testing/Debugging
- Source Control
- C++
- Unreal Engine

References

References available upon request.