



## Justin Katic

### PROGRAMMER

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### ABOUT ME

I'm a programmer who specializes in gameplay programming. I'm passionate about programming because I get to learn something new and grow. I enjoy problem-solving and collaborative programming because it challenges me to push my limits. My goal is to work on evolving tech within the industry.

### SKILLS

#### Technologies

- Unity
- Unreal
- Photon networking
- URP

#### Source Control

- Branching
- Pull requests
- Merging
- Git

#### Collaboration & Planning

- Sprints
- Standups
- Agile workflow

#### Languages

- C#
- C++

## EXPERIENCE

### GAME PROGRAMMER July 2021 - Nov 2021

*Dead Bear Studio - Student Project*

Steam Link: [Demon King Steam](#)

- Integration of network code and ensuring stability.
- Integration and publishing to Steam.
- Worked within Unity engine.
- Collaboration within a team of 7 from Proof of Concept to Gold.
- Identifying and solving bugs.
- Turning a student project into a commercial project.

### GAME PROGRAMMER Nov 2020 - May 2021

*JEAH! Studio - Student Project*

Google Play Link: [Lich Legend Android](#)

Apple Store Link: [Lich Legend IOS](#)

- Operated as a solo programmer working with two artists and a designer.
- Formed a team of four to conceptualize and develop this project to release for IOS and Android.
- Wrote highly maintainable, solid code, forming core framework.
- Implemented and tracked analytic data.
- Worked on as self development task outside of college.

### ASSISTANT TEACHER April 2020 - Dec 2021

*Academy of Interactive Entertainment*

- Assisted faculty by instructing a certificate II class in learning the principles of programming using UE4 Blueprints over 2 weeks.

### WAREHOUSE OPERATOR March 2013 - Feb 2021

*Aldi*

- Communication between team to ensure safe operation of moving equipment to receive and transport items from various warehouse locations.
- Verified accuracy of shipping, receiving documents and maintained records.

## EDUCATION HISTORY

Feb 2021 - Dec 2021

**Advanced Diploma of Professional Game Development, Specializing in Programming**  
*Academy of Interactive Entertainment*

Feb 2020 - Dec 2020

**Diploma of Digital and Interactive Games, Specializing in Programming**  
*Academy of Interactive Entertainment*

Feb 2017 - Aug 2017

**Certificate IV Game Design: Game Design**  
*TAFE NSW - Illawarra*