



Website <https://justinkatic.com>

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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, <i>Specializing in Programming</i>
<i>Academy of Interactive Entertainment -Sydney</i> |
| 2020 | Diploma of Digital and Interactive Games, <i>Specializing in Programming</i>
<i>Academy of Interactive Entertainment -Sydney</i> |
| 2017 | Certificate IV Game Design: <i>Game Design</i>
<i>TAFE NSW-Illawarra</i> |

Skills

- | | |
|--|---|
| <ul style="list-style-type: none">• C#• C++• Testing/Debugging | <ul style="list-style-type: none">• Source Control• Unity Engine• Unreal Engine |
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References

References available upon request.