CURRICULUM VITAE

LACHLAN GORST

Full Stack (Mobile, Web & Game) Developer with 5 years of experience. My accolades include a Bachelor of Computer Science, being team leader of our university Engineering and IT award winning team, a Certificate IV in Small Business, shipped my own mobile app in React Native that reached top 7 trending food and drink apps, developed a game that has a demo on Steam (Elysia), released a mobile game on IOS and Android (GXRST Racing), developed backends using NodeJS, and developed a personal website, industry project and advertiser portal using React.

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Personal website

IOS Mobile Game

Steam PC Game

Developer blog

Android Mobile Game

Reference to old app

Experience

FULL STACK MOBILE / WEB DEVELOPER, UNILIFE

JAN 2019-NOV 2020

Created a mobile application using React Native. The app was a menu review app for university campuses. On launch it got to no.7 trending food & drinks apps. Eventually creating other sections like a social feed, coupons, and a gaming section. Work involved mobile programming, Firebase database setup, NodeJS Javascript functions, game competition leaderboard backend, UI design, marketing, app store management, React advertiser portal etc.

FULL STACK GAME DEVELOPER, MAMMAL STUDIOS (ELYSIA)

NOV 2020-OCT 2023

Developed a physics-based multiplayer game with one other business partner. Work involved Unity C# development (AI bots, replay system, gameplay, menus), Blender 3D modelling, physics-based network coding (involved server authoritative movement and client-side prediction), animation and UI design and implementation.
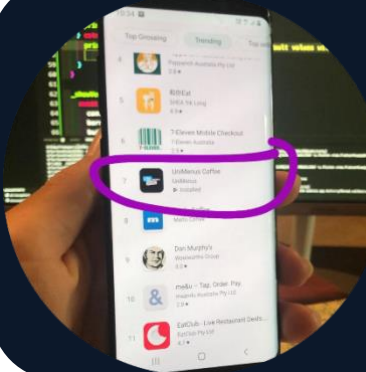
Education

BACHELOR OF COMPUTER SCIENCE, LA TROBE UNIVERSITY

NOV 2018

Throughout my time at university, I achieved 16 high distinctions, was selected as team leader for all my final year projects and was team lead for our La Trobe Engineering and IT award winning team – which was for a mobile app and web portal that could be used by our school's biology department.

CERTIFICATE IV IN SMALL BUSINESS, HOLMESGLEN

AUG 2019

Completed my certificate alongside the development of my app UniLife (originally named UniMenus Coffee, as pictured left).

Skills

- Developed a mobile game in C# named GXRST Racing – released IOS and Android. It contains a backend which hosts the in-game leaderboard, custom UI steering wheel and custom car physics.
- Developed a PC game in C# named Elysia – demo on Steam. This involved AI bots, manual physics simulations, menus, animations, replay system etc.
- Unity VR 3D city sandbox simulation – video link
- Swift UI, Sprite Kit (2D Game) and Scene Kit (3D Data visualisation). – video link
- Developed a Swift IOS app, Kotlin Android app and React.js website for Biology students to keep track of their work by uploading the images to a Nodejs backend we developed. *This project won the Engineering and IT Award at La Trobe University.*
- Personal website (www.lachlangorst.com) – made using React and hosted on AWS EC2 instance.
- Developed a cross platform mobile application using React Native, which connected to NodeJS Javascript functions.
- Developed an advertiser web portal for my app using React on the front and NodeJS functions on the back, which received the images/videos they would upload for their ads.
- Strong communication and Agile management skills. This is the reason I was selected by my classmates to be team leader for each of my university group projects.
- I also managed an employee and handled all planning while working on my mobile app UniLife.
- Blender - 3D modelling and animation.
- Photoshop (general graphic design and game UI), Sketch (UniLife app UI) and Figma experience – UI and graphic design.
- Firebase cloud integration (authorisation, database, image storage, custom NodeJS leaderboard server, notification system, analytics, etc).
- Google cloud game server setup and running server authoritative code using Mirror (UDP socket setup, data throttling, data packet optimisation etc).
- NodeJS Javascript serverless REST API on AWS Lambda, connected to an AWS SQL database.
- Very experienced with the full spectrum of web, mobile and game development. From design and development to testing, deploying, and marketing.
- Experience with Docker. Had the NodeJS backend for our biology application hosted on AWS in a Docker container, to maintain a consistent runtime environment for the server.
- Experienced with version control systems such as Git and PlasticSCM
- Test Driven Development practices using unit testing during game development.
- CMS using Wordpress.
- Other notable mentions include experience with HTML, CSS, Bootstrap, Tailwind, Redux, Linux, Typescript, Java, C and C++.

About Me

In terms of interests, I'm quite an eclectic person, I enjoy most games, entertainment, sports, and music. I am very friendly and enjoy meeting new people. I got into programming because I always liked doing things which were a challenge. I pride myself on being highly accountable and always pushing myself to grow and take on challenges.

Bachelor of Computer Science

Engineering and IT award for my final year group project