

Liam McKenzie

Game Developer

Experience

Semester 6 - Current

Game Development

I'm currently taking this paper so I can't say much about its importance. But I think it's worth mentioning because I want to continue improving my skills in this industry.

Semester 5

Studio 5

Studio classes are team-based papers and in this semester we had a focus on unity game development. The project we worked on had a frontend and backend team working together. My teamwork and leadership skills improved a lot during this paper.

Semester 5

Mobile App Development

During this paper I developed a mobile game made in Unity with C#. I was able to expand my technical knowledge and skills greatly while taking this paper. It was a self-taught paper with some guidance.

Semester 4

Intro to Algorithmic Problem Solving

This was my first paper focused on game development. This paper served as a good base for my knowledge about Unity and C#. The job application specifically mentioned this paper as important to have.

Skills

- Programming
- Unity Development
- Creativity
- Leadership
- Organization
- Problem solving
- Teamwork

Contact

Feel free to contact on Teams
1000103822 (Student ID)
mckeld3@student.op.ac.nz