Liam McKenzie

Game Programmer

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PROFILE

Game Programmer with a strong foundation in Unity and C#, recently graduated with a degree in Information Technology. I am passionate about game development and eager to apply academic knowledge and skills to real-world projects. Looking for an opportunity to grow as a professional in the gaming industry.

SKILLS

Programming Languages: C#, UE5 Blueprints
Game Engines: 3+ years of experience with Unity. 1 Year of experience with Unreal Engine.
Version Control: Git, GitHub.
Agile: During my degree I was taught to use Scrum and Design thinking techniques to create various projects.

EDUCATION

Otago Polytechnic - *Bachelor of Information Technology*
2021 - 2024
I focused on the Game Development pathway, through my studies I was able to create and expand my portfolio.
I was able to grow my teamwork skills through multiple collaborative projects, where I was taught agile workflows and design thinking techniques.

EXPERIENCE

Countdown - *Online Assistant*
2023 (6 Months)
Part time over semester break.