

LUKE BURNS

GAMEPLAY PROGRAMMER



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PROFESSIONAL OVERVIEW

Gameplay programmer with a passion for developing challenging video games with complex physics mechanics. Have 3+ years of experience in C++, but also skilled in C# and Python. Have worked using a variety of game engines and frameworks including Unreal Engine, Unity, SFML as well as an in-house engine using Playstation Development kits.

EDUCATION

Bachelor of Science (with Honours) – Computer Games Application Development

Abertay University, Dundee | 2022 - Present

- Group work as programmer for Professional Development module, focusing on player movement and combat mechanics, as well as enemy combat and physics interactions within 2D Unity game – hybrid game which mixes hack n' slash against swarms of enemies with tower defence elements.
- Experience in Unreal for individual movement-based gameplay mechanic for Gameplay Mechanics Development Module .
- Experience in SFML to create game in first year, and game developed on Playstation 5 Development Kits during second year as part of group.
- Experience in graphics programming in both second and third year.

WORK EXPERIENCE

Conference & Events Assistant

Apex Hotels, Dundee | 2021 - Present

- Trained in all areas of department including event setups, conference overseeing, bartending and assisting new staff training.
- Years of working in teams with variety of people over time.
- Longest serving contracted staff member in role with majority zero-hour contracts.
- Up to multiple 12+ hour shifts per week intertwined with busy university schedule.

SKILLS

- C++
- C#
- Python
- Unity
- Unreal
- Visual Studio
- JIRA
- GIT

HOBBIES & INTERESTS

- Video Games – enjoy a wide variety but particularly interested in difficult games with satisfying progression mechanics.
- Golf
- Football