LUKE BURNS

GAMEPLAY PROGRAMER

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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

- Honours project made in Unity 2D (WIP) – the game features a boss fight which utilises behaviour trees for its AI. The player will be presented with optional assist mechanics, which they can adjust to play at their desired difficulty. The project aims to answer the research question: **How can providing dynamic recommendations to player difficulty adjustments affect the overall difficulty of a game whilst maintaining flow?**
- 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. Currently using SFML for networking project.
- 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