**Luke Stanbridge**

Game Developer

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| **SUMMARY**  I am currently studying game programming at AIE. Previously I was and still am an Electrician since 2011. I completed my Certificate III in Information Technology in July of 2022. Completed my Diploma of Information Technology (Game Programming) and Diploma of Screen and Media in December of 2022. I like to research areas outside of my studies that I think are important and undertake extra courses and tutorials to broaden my knowledge and target gaps I believe are important.  **PROFESSIONAL EXPERIENCE**  AIE Game Production - The final 3 months of my Diploma was dedicated to a full Game Production Project. The environment simulated for production is designed to be as accurate to real world game development as possible. I worked with other programmers, game designers and artists through the whole project. Each profession had their individual responsibilities. As a programmer I was responsible for the Technical Design Documentation and planning the project out from a programming perspective. I then was in charge of developing the code for the player controller and UI systems that we implemented into the game.    AIE Diploma Content - C#, C++, Maths, Version Control, Game Business Studies, Code Design & Data Structures, AI for Games, UI Programming, Cross Platform Development, Production Planning and Game Production  **EDUCATION**  Academy of Interactive Entertainment   * Cert III in Information Technology * Diploma of Information Technology * Diploma of Screen and Media |  | **SKILLS**  C#  C++  Unity  Microsoft Office Suite  Game Development  Raylib  Git  Problem-Solving  Time Management  Communication  UI Design  **STRENGTHS**  Interpersonal Skills  Results Orientated  Knowledge Hungry  Hard Working  **ACHIEVEMENTS**  Team Player  AIE Game Production Project  Diploma Completion |
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[**https://app.enhancv.com/resume/new?example=game-developer**](https://app.enhancv.com/resume/new?example=game-developer)

[**https://www.hiration.com/blog/game-programmer-resume/**](https://www.hiration.com/blog/game-programmer-resume/)

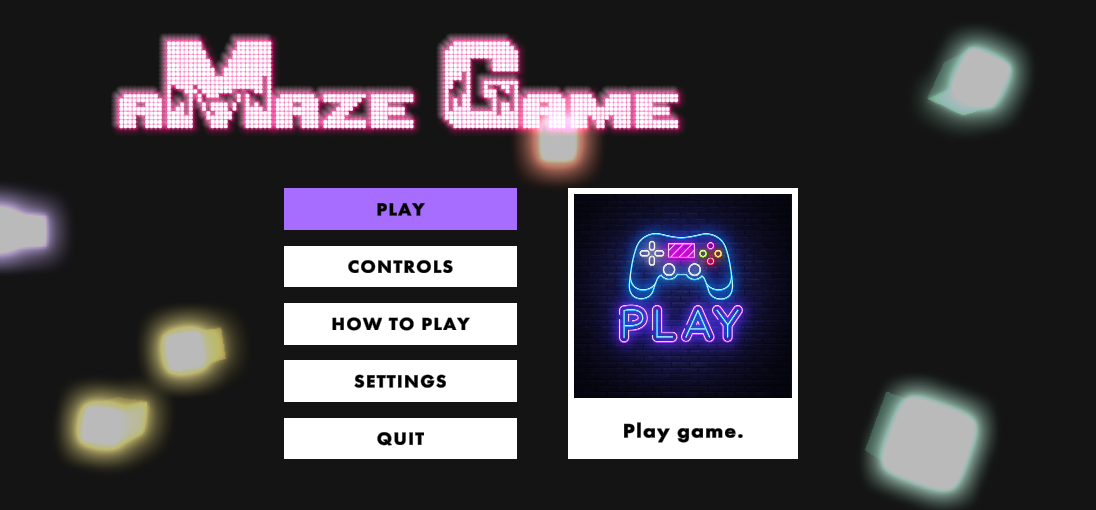
**https://www.kickresume.com/en/help-center/game-programmer-resume-sample/**

Self-Promotional Material #1 - Github Repositories

<https://github.com/LukeStanbridge?tab=repositories>

Self-Promotional Material #2 - aMaze Game UI System

-upload video to a twitter account or somewhere

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