Portfolio: https://miakellett02.github.io/
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Mia Kellett

Profile

A games system programmer studying in their final year of University. Specialising in Unity C# but can also develop in Unreal using both Blueprints/C++. They are diligent and competitive, frequently taking part in game jam competitions alongside academic studies. They have proven their creative and technical ability during their placement and studies, having averaged a first in their first 2 years of University.

Education

Plympton Academy:
- 2013 till 2018: GCSE's
- 2018 till 2020: A Levels

University Of Gloucestershire:
- 2020 till present:
  Computer Games Programming BSc (Hons)

Technical Skills

Programming Languages:
- C++   - C#
- Python

SDKs:
- OpenGL
- SDL

Engine Experience:
- Unity
- Unreal Engine 4
- Godot 4

Software
- Github
- Bitbucket
- Trello

Programming Patterns:
- Adept at OOP
- Familiar with design and AI patterns such as:
  - Command
  - Prototype
  - Singleton
  - State machine
  - Behaviour Trees
  - Goal-Oriented Action Planning

Experience / Employment

University Of Gloucestershire:
September 2022 - July 2023
Games Research Intern
- As part of the games research team, I was tasked with prototyping applications for clients of the University, with the ultimate goal of creating a proof of concept application by the end of the development.

La Pizza Loca Ivybridge:
June 2021 - August 2021
Pizza Cook / Till Assistant
- Responsible for customer care, took customer orders through to completion to deliver a high-quality customer experience

Microshade VSM - July 2019
Work Experience
- Assisted and observed the standards in which technical support is given to customers:
- Tasked with researching how to create a wiki using the media wiki solution for an up-coming product.

Personal Projects

Procedural Terrain Generator:
- A tool for the Unity Game Engine using the marching cubes algorithm to create terrain with a procedural underground and surface mesh.

Behaviour Tree AI System:
- A system I am developing for the Unity Game Engine that will have modular base classes I can easily extend to quickly get AI Agents setup within the scene.
- In addition, I am also developing a node based editor, using the XNode plugin for Unity, that will allow a user to quickly setup an AI Agent using existing nodes. This makes it more designer friendly as users of the tool aren't required to enter code to setup an AI.

Hobbies / Interests

- I am an avid gamer that enjoys a variety of game genres. Strategy and creative building games are my most favourite as they require you to think about what you are doing to solve problems.

- I enjoy going for runs and hiking in the countryside or woods.

- I am a fan of science fiction media such as Star Trek and Star Wars

- I am a fan of anime such as Dragonball and One Piece.