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

Profile

A games system programmer that has finished 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 achieved a first class degree from the University Of Gloucestershire.

Education

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

University Of Gloucestershire:
- 2020 till 2024:
   Computer Games Programming BSc (Hons)

Technical Skills

Programming Languages: SDKs:
- C++   - C#   - OpenGL
- C   - Python   - SDL

Engine Experience: Software
- Unity   - Github
- Unreal Engine 4   - Visual Studio
- Godot 4   - 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.

GameBoy Minesweeper Clone:
- I am quite fascinated by older consoles and I've always wanted to make a game for the original GameBoy. Especially since I got a flash cart that would let me put the ROM on actual hardware. So I decided make a clone of minesweeper using the GameBoy developer kit in the C language.

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.