

Portfolio: <https://miakellett02.github.io/>  
LinkedIn: <https://www.linkedin.com/in/mia-kellett/>  
Email: [miakellett02@gmail.com](mailto:miakellett02@gmail.com)

# 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

## 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.

## 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.

## 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.