

Profile

I am a game programmer, software engineer and recent graduate of an Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment (AIE) in Melbourne. I have also successfully completed a Diploma of Digital and Interactive Games in 2018. Having great dedication and passion for game development, I am self-motivated and always actively learning more about game development and software engineering.

Skills

C#	Linq	Unity	Project Management	Code Design and Architecture	Git
Visual Studio / Code	C++	Sourcetree / Gitkraken	SOLID Principles	OOP	

Projects

StormRend - Major Project - AIE, Melbourne, VIC – 2019 - rlst.github.io/stormrend

- Ensuring codebase is clean, flexible and well architected.
- Responsible for implementing the main core systems ie. stackable state machine, user input controller.
- Developed the AI system and behaviour editor.
- Assist designers by creating various tools such as map editor and ability & effects editor

BhaVE: Behaviour tree Visual Editor – Personal Project, VIC – 2019 - rlst.github.io/bhave

- Designed, architected and then programmed the entire project from the ground up including drawing some of the icons.
- Plan to someday release the project onto the Unity asset store.

Dirty Chef Yoga - 3 Day Game Jam - AIE, Melbourne, VIC - 2019 - rlst.github.io/dirtychefyoga

- Responsible for implementing the player controller, burger ingredient stacking system, cooking stations, interaction system between stations, hooking up animations, audio and particle FXs.

Circuit Knights - AIE, Melbourne, VIC - 2018 - rlst.github.io/circuitknights

- Motivated and lead my fellow programmers to successfully completing our project within the set time frame
- Ensured the code base of the project was clean, well maintained and properly architected
- Designed and implemented the 3D menu system, cutscene manager, player controls and health systems, inverse kinematics controller and core game systems

Employment History

Team Member, Bunnings: West Footscray, VIC – 2011-2018

- Help increase stock flow by 10% and reduced waste output
- Provided practical knowledge and assistance to customers on their DIY projects

Small Business Marketing Specialist: Brisbane, VIC – 2010-2011

- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- Help clients implement effective marketing strategies to increase their bottom line

Employment History (cont.)

Self-Employed Handyman, Ronin Handyman Services: Brisbane - Sep 2009-Jun 2010

- Establish relationships with local real estate agents.
- Worked on various jobs from painting, tiling, cleaning and general repairs and maintenance at properties around Brisbane area.

Contract Driver, Schenker Australia: Sydney – 2009

- Sort, load and delivered light to heavy bulk parcels all around Metro Sydney.
- Navigation, planning and business accounting.

Retail Team Member, Kmart Australia: Brisbane – 2007-2008

- Provided quality customer service and advice.
- Kept inventory and store shelves stocked and well displayed.

Education

Academy of Interactive Entertainment: Melbourne, VIC – 2018-Present

- Advanced Diploma of Game Development (Programming), 2nd Year
- Successfully completed a Diploma of Digital and Interactive Games in 2018
- Learning physics, computer graphics, complex data systems, extended reality systems and professional production.

Glenala State High School: Inala, QLD – 1999-2003

- Completed Year 12 in 2003 and acquired Year 12 senior certificate

Self Study

Books: Computer Graphics Programming in OpenGL with C++,
Mathematics for Computer Graphics and Game Programming,
Game Development Patterns and Best Practices, Game Physics Cookbook

Udemy: Complete C# Unity Developer 2D & 3D.

Podcasts: Coding Blocks.

Youtube: Brackeys, Unity 3D College, Sharp Accent, Chernob.