

Rowan Craik

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• Github: <https://github.com/Rowan5654>

Junior developer with a Bachelor of Computing Systems degree and game development experience seeking opportunity to make use of problem solving and critical thinking skills.

Summary

Experienced in: Unreal Engine, Unity, Blender, C#, HTML, CSS, JavaScript, React, C++, Java and Python. Able to learn new languages and technologies easily. Successful working in both team and self-directed settings.

Work Experience

Feb 2022 – Jun 2022 **Thrill Capital – Unity Engine Serious Games Internship**
Worked as part of a team generating simulated environments for Formula One Motorsports in the Unity Game Engine with point cloud data taken from overhead lidar scans of Hamilton.

Jun 2020 – Dec 2020 **Hochschule Furtwangen University (Germany) - Software Programmer Internship.**
Assisted the university with the implementation of an interface to analyze machine data usually handled by OPCUA communication processes in the context of a non-live setting using the Python programming language.

Education

Feb 2022 – Apr 2022 **Mission Ready (remote)**
Certificate in Software Development (AI & Cloud).
9 weeks full time study. 7 weeks Full stack / software development. NZQA Approved.
Key Skills Learnt: Front End Frameworks, Back End Frameworks, Agile DevOps.

Feb 2018 – Apr 2021 **Eastern Institute of Technology (Taradale, Hawkes Bay)**
Completed Bachelor of Computing Systems (BCS).
Key Skills Learnt: Programming, Networking, Data, Testing, Project Management.

Feb 2020 – Feb 2021 **Hochschule Furtwangen University (Germany)**
Participated in International Semester at Furtwangen University (HFU) in Germany.
Key Skills Learnt: Game Design, OPCUA communication, programmer collaboration, German Language (A1).

Mar 2021 – Jul 2021 **Udemy (remote)**
Completion of online course.
Unreal Engine C++ Developer: Learn C++ and Make Video Games online course
Key Skills Learnt: C++ Unreal Engine, Unreal Nodes.

GameDev.TV

- Feb 2022 – Completion of online course
Jun 2022 Complete Blender Creator 2.8: Learn 3D Modelling for Beginners.
Key Skills Learnt: 3D modelling, Animation, UV mapping, Sculpting, Modular Design.
- Jun 2022 – Get Git Smart Course: Learn Git in Unity, SourceTree, GitHub.
Jun 2022 Key Skills Learnt: Version Control, Git Terminal, SourceTree, GitHub.
- Jun 2022 – Blender Character Creator V2.0 for Video Games Design Course
Jun 2022 Key Skills Learnt: Blocking, Detailed Sculpting, Retopology, Baking, Painting.

References available upon request.