

# SCOTT TATHAM

## Experience

- **Red Cartel** | Crows Nest, Sydney, NSW | Generalist Developer | PC, iOS/Android, VR/AR | August 2018 - July 2019
- **Self Employed - Freelance** | Remote | Game Developer | PC, iOS/Android | July 2019 - February 2022
- **Leaderboard Games** | Quebec - Remote | Lead Developer | PC, iOS/Android | February 2022 - July 2023
- **Intr Studio** | Bunbury, WA - Remote | Game Developer | PC, VR | July - 2023 - Present

## Education

- **High School (Year 12)** | Gorokan High / The Entrance Secondary College | 2012
- **Certificate IV** | TAFE NSW | Certificate IV - Digital & Interactive Games | 2016
- **Diploma** | TAFE NSW | Diploma - Digital & Interactive Games | 2016
- **Bachelor** | Torrens University | Bachelor Of Software Engineering - Games | 2025

## Skills

- Proficient in multiple game engines including **Unity**, Unreal, Godot and Bevy.
- Proficient in multiple languages including **C#**, Java, HTML/CSS, Javascript, SQL, HLSL/GLSL, Python, Lua, Rust and many more!
- Experienced building various **complex** game systems, including networking, AI, UI, physics and many more!
- Strong communication and presentation skills, being **comfortable speaking** in front of large crowds of people, conveying ideas effectively to team members and always displaying a **light-hearted** sense of humour.
- Creative, holistic and esoteric in my approach to **problem solving**, using a healthy combination of lateral thinking with logical analysis.



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