

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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scottytatham.com