

CALLUM METCALFE

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GAME PROGRAMMER

PERSONAL STATEMENT

My name is Callum Metcalfe, and I am a Game Programmer studying BSc (Hons) Computing for Games in my final year at Falmouth University. My main areas of Games Programming is Gameplay and AI Programming. I am currently working on a student team called Mediocre Reality where we are in the process of making BladeGunners.

DEVELOPMENT EXPERIENCE

Gameplay Programmer

MEDIOCRE REALITY This is the team I am currently working on for my 3rd year at university in which we are making a game called BaldeGunners. This game is developed in UE4 using C++ and Blueprints

2021 - CURRENT

Gameplay Programmer

LOW-POLY PLATYPUS This is the team I worked on for my 2nd year of university in which we developed Legal Tender. This game was developed in Unity using C#

2020 - 2021

SKILLS

- C++
- C#
- Unreal Engine 4
- Unity
- Git
- Agile Workflow

HOBBIES

My main hobby is playing video games with my main genre FPS games, but also also enjoying action and adventure games. In addition to this I like to build computers and help others with building there own, with this it means I like to keep upto date on current hardware and technology.

REFERENCES

REFERENCES AVAILABLE UPON
REQUEST

EDUCATION

BSc(Hons) Computing for Games
Falmouth University

2019 - 2022

A Level - Physics & Maths
Thirsk School & Sixth Form College

2017 - 2019

Level 3 BTEC - IT
Thirsk School & Sixth Form College

2017 - 2019