

CALLUM METCALFE

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GAME PROGRAMMER

PERSONAL STATEMENT

My name is Callum Metcalfe, I am a graduate from the BSc (Hons) Computing for Games at Falmouth university. My main areas of Games Programming is currently in Gameplay Programming but have also taken a slight interest into graphics Programming being the area I am currently exploring.

DEVELOPMENT EXPERIENCE

Gameplay Programmer

BLADEGUNNERS

2021 - 2022

This is the game I worked on for my 3rd year at university, It's a first person arena shooter game. This game is developed in UE4 using C++ and Blueprints

Gameplay Programmer

LEGAL TENDER

2020 - 2021

This is the game I worked on for my 2nd year of university, It's a couch co-op heist game. This game was developed in Unity

Gameplay Programmer

NEXT DAY DELIVERY

2020 - 2021

This is the game I worked on for my 1st year of university, It's a first person stealth game. This game was developed in Unity using C#

ACHIEVEMENTS

- People's Choice Award - Third Year (BladeGunnars)
- Flashy McFlash Face Award (BladeGunnars)
- People's Choice Award - First Year (Next Day Delivery)

HOBBIES

One of my regular hobbies is playing Video Games with my preferred genres being FPSs, Action and Adventure games particularly when they are Sc-Fi or Historical focussed. I have also taken an interest in some Esports titles and playing in tournaments for the student scene. In addition to this I also enjoy building computers and keeping up with the advancements that are made with the different part manufactures.

EDUCATION

BSc(Hons) Computing for Games

Falmouth University

Second Class Honours (Upper Division) (2:1)

2019 - 2022

A Level - Physics & Maths

Thirsk School & Sixth Form College

2017 - 2019

Level 3 BTEC - IT

Thirsk School & Sixth Form College

2017 - 2019

SKILLS

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

REFERENCES AVAILABLE ON REQUEST