

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.

SKILLS

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

REFERENCES

REFERENCES AVAILABLE UPON
REQUEST

DEVELOPMENT EXPERIENCE

Gameplay Programmer For this project my main areas I'm working on is the player movement and the weapon systems
MEDIOCRE REALITY

2021 - CURRENT

Gameplay Programmer During this project I worked on the enemy AI behaviour as well as a weapon system which could be used to create multiple types of weapons
LOW-POLY PLATYPUS

2020 - 2021

EDUCATION

BSc(Hons) Computing for Games
Falmouth University

2019 - 2022

A Level - Maths
Thirsk School & Sixth Form College

2017 - 2019

A Level - Physics
Thirsk School & Sixth Form College

2017 - 2019

Level 3 BTEC - IT
Thirsk School & Sixth Form College

2017 - 2019