

CALLUM METCALFE

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GAME PROGRAMMER

PERSONAL STATEMENT

My name is Callum Metcalfe, I am a recent graduate on the BSc (Hons) Computing for Games at Falmouth university. My main areas of Games Programming is Gameplay and AI Programming.

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 - 2022

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 being 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