

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.

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 tend to enjoy going to the gym.

SKILLS

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

REFERENCES

REFERENCES AVAILABLE UPON
REQUEST

DEVELOPMENT EXPERIENCE

Gameplay Programmer MEDIocre REALITY

2021 - CURRENT

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

Gameplay Programmer LOW-POLY PLATYPUS

2020 - 2021

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#

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