CALLUM
METCALFE

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STUDENT SOFTWARE DEVELOPER

PERSONAL STATEMENT

My name is Callum Metcalfe, and I am a Student Software Developer studying BSc (Hons) Computing for Games in my final year at Falmouth University. My area of Programming is currently in Games Development with a special interest in 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
MEDIOCRE REALITY

2021 - CURRENT

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

Gameplay Programmer
LOW-POLY PLATYPUS

2020 - 2021

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

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