

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 area of Games Programming is currently in Gameplay Programming, but I have also taken an interest in, and began exploring, Graphics Programming.

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 using C#

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#

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

ACHIEVEMENTS

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

SKILLS

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

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 focused. 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 different parts manufacturers.

REFERENCES AVAILABLE ON REQUEST