

# 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 areas of Games Programming is currently in Gameplay Programming but have also taken a slight interest into graphics Programming being the area I am currently exploring.

### 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

#### 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#

### ACHIEVEMENTS

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

### 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 focussed. I have also taken an interested 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 the different part manufactures.

### 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

### SKILLS

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

REFERENCES AVAILABLE ON REQUEST