

Craig Duthie

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My Profile

An experienced programmer with a passion for game development, and an avid gamer. Skilled in Unreal Engine 4, specifically working on Tools, Gameplay, and UI, using both C++ and Blueprints. Dedicated to continuing to increase and widen my skills, and to make awesome games.

Work Experience

A44 Games / Jan-2019 - Jun-2020 / Junior/Intermediate Developer - C++

- Enhanced and ported a Quest System to a plugin in Unreal
- Created a conversation editor plugin in Unreal
- Created UI from Designs/Pre-Vis, creating C++ base classes and following an event-based system for performant code
- Implementing a gameplay notify system
- Implementing a damage system from design documentation

Intergen / Jan-2013 - Oct-2013 / Graduate Developer

- Worked on back-end and front-end of ordering website for large agricultural manufacturer and supplier. Used ASP.NET, JavaScript with jQuery, and HTML and CSS.

Project Experience

Grimder / 2018 / PC, ANDROID, WEB / Unity

[Executable](#)

Grimder is a Ludum Dare game jam play on Dating Apps. You play as Death, swiping left and right to send characters to hell or heaven based on their traits. This game was created with a team of 5 people, with twitter links to the team on the itch.io page.

SuperCity / 2017 / PC / Unity

[Executable](#) [Source](#)

SuperCity was originally a 1-week prototype created by a team of 2 programmers, 3 artists, and 1 sound engineer. In this game players have to manage callouts to different types of problems the city's citizens may face. Problems are split into 4 categories, and the player has 2 contractors each that they may send to jobs.

Bound / 2017 / PC / Unity

[Executable](#) [Source](#)

Bound is a puzzle game following the themes of Minimalism and One-Button. This game was created in 1 week by 2 programmers and 3 artists. The goal of the game is to get the ball in the hole, the ball is controlled by holding down space and will be hit in the direction shown.

Education

Media Design School / Graduated 2018

Bachelor of Software Engineering (Game Programming)

Southern Institute of Technology / Graduated 2012

Bachelor of Information Technology