

Craig Duthie

mobile: +64 21 02347823

e-mail: craig.duthie2@gmail.com

portfolio: <https://craiggamedev.com/>

Summary

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.

Skills

Programming: **C#, C++, Blueprints**, ASP.Net

Tools: **Unity, Unreal**, VSCode, Visual Studio

Other: **Agile, Scrum**

Work Experience

A44 Games / Jan-2019 - Jun-2020

Intermediate Developer

- Enhanced and ported a **Quest System** including an editor for narrative designers, and actors and components allowing quests to be integrated into gameplay in Unreal
- Created a **conversation editor** plugin in Unreal for use with choice-based conversations with NPCs
- Implementing a gameplay notify system
- Implementing a damage system from design documentation

Junior Developer

- Created **UI** from Designs/Pre-Vis, creating C++ base classes and following an event-based system for performant code

Independent Game Developer / 2017 - Present

- Was solo programmer on a [Grimder](#), a game made during Ludum Dare, using Unity, that received 132,000 views and 75,000 downloads on itch
- Created a clicker game called [Soul Eater](#) with another programmer in Unity, **integrating Google leaderboards and achievements** that follows the design of cookie clicker, allowing players to buy auto-clickers and upgrades to collect as many souls as possible
- Was one of two programmers on a team of 5 to create [Bound](#), a minimalist and one-button puzzle game created in 1 week

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.

Education

Bachelor of Software Engineering (Game Programming)

Bachelor of Information Technology

**Media Design School
Southern Institute of Technology**