

Craig Duthie

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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)

Media Design School

Bachelor of Information Technology

Southern Institute of Technology