Manu Easton

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Portfolio: https://manueaston.github.io
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GitHub: https://github.com/manueaston

Skilled and self-motivated Game Programmer, graduating with a Bachelor of Software Engineering in Nov 2024. Have completed both solo and team game projects in game engines such as Unreal Engine and Unity. Experienced in object-oriented programming, software design, debugging and game mechanics. Passionate about delivering fun, impactful, and immersive gameplay experiences.

SKILLS

- Programming languages – C++, C#, Swift, Lua
- Game Engines – Unity, Unreal Engine, GameMaker
- Development Tools – Git, Kanban boards
- Agile Methodology Experience
- Robust Physics and Mathematics Knowledge
- Strong Communication Skills
- Passionate about Games
- Organised and Efficient
- Problem-Solving Skills
- Eye for Detail

EDUCATION

MEDIA DESIGN SCHOOL   Auckland
Bachelor of Software Engineering – Game Programming   Feb 2022 – Nov 2024
- 3rd-year student: graduating November 2024
- Received Unity Games Scholarship recognizing potential for academic excellence in games – 2021
- Relevant Courses:
  - Game Development Team Production Alpha & Gold
  - Physics Programming
  - Rapid Game Prototyping
  - Advanced Software Engineering and Programming for Games
  - Artificial Intelligence in Games
  - Mathematics for Graphical Games
  - Algorithms and Data Structures
  - Game Design Principles

ADDITIONAL TERTIARY STUDY

2021
- MATH199: Advancing in Mathematical Sciences (A+) - University of Canterbury
- STATS121: Introduction to Statistical Methods (A+) - University of Waikato
- PHYS114: Physics 1A (A-) - Victoria University of Wellington

OTHER AWARDS

- NCEA Scholarship in Physics – 2021
- PNBHS David Syms Bursary for Academic Excellence – 2021