

About Me

A Software Engineer with a background in games I have a love for linux computing and an unquenchable thirst for knowledge



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PORTFOLIO: click here for link

HARD SKILLS

- Intermediate
 - C#
 - C++
 - Unity Engine
 - Unreal Engine
 - Linux (Arch, Debian)
 - Git (Cli, Gui)
 - Docker
 - Virtual Machines
 - Network Shares
- Beginner
 - CMAKE
 - Traefik
 - PostgreSQL

SOFT SKILLS

- Teamwork
- Leadership
- Self motivated
- Problem-Solver
- Willing to learn
- Ability to take feedback

JAMES KOSTER-SMITH

Software Developer
& Game Designer

PROJECTS

Coffee Brakes

[Steam Page](#)

Description:

A multiplayer party game about beating up your co-workers while on Coffee Break

Roles:

Project Lead, General Programmer, Networking, Steamworks integration and management

Tasks:

I was in charge of managing the team, the networking and general programming tasks, I was also tasked with dishing out tasks and managing disputes within the team.

C++ SFML Tile Loader

[Link](#)

Description:

The purpose of this added code was to load .tmx files and apply them to the game space within sfml, it currently works on windows and a linux build is currently in development using CMAKE to compile it.

Roles:

Solo Developed - personal project

EDUCATION

Media Design School

Bachelor of Software Engineering - Game Programming

REFEREES

Callan Moore

Software engineering lecturer
Media Design School
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Zac Watson

Software engineering lecturer
Media Design School
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