

## 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, Programmer

#### Tasks:

Networking (Mirror, Steamworks relay), Networked Ragdolls, Gimmicks automation, Level Management + automation, Git Repo (Self hosted), Destructibles handler, Audio manager and automation, Destructibles Audio management and Destructibles Actions.

### 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

#### Roles:

Solo Developed - personal project

### Long Cat

[Link](#)

#### Description:

Our main protagonist is trying to platform through an apartment complex in a 2D space using it's own body as a grappling hook.

#### Roles:

Project Lead, Programmer

#### Tasks:

Destructibles objects plugin, end game interactions, sounds, Main Camera

## REFEREES

### Callan Moore

Software engineering lecturer  
Media Design School  
[callan.Moore@mediadesignschool.com](mailto:callan.Moore@mediadesignschool.com)

### Zac Watson

Software engineering lecturer  
Media Design School  
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### Dylan Morris

Manager  
Western ITM  
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## EDUCATION

### Media Design School

Bachelor of Software Engineering - Game Programming

## PREVIOUS WORK

### Self employment, Software Engineer / Streamer

#### Key Responsibilities:

- Build Software to the specifications of the client
- Stream Game Making - twitch integrated
- Manage social media related to the stream (instagram, youtube shorts, tiktok)
- Build Open Source projects to speed up the process of making games

### Western Itm

**Kumeu/Swanson — Front Shop (Retail salesman/Duty manager/Keyholder)**

#### Key Responsibilities:

- Provide Customer Services
- Create and complete phone/email orders
- Work with computers (Windows 10, Microsoft Office, ProStix, Frameworks)
- Assist employees with the computer system \*Frameworks\*
- Put away, and assist the removal of heavy stock
- Provide Refunds
- Check, Investigate, and Manage the negative stock
- Train new Staff