

About Me

As a freshly graduated student I'm looking to branch out into a successful career in development



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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

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

Zac Watson

Software engineering lecturer
Media Design School
zachary.watson@mediadesignschool.com

Dylan Morris

Manager
Western ITM
021 158 8024
dylan.morris123@me.com

EDUCATION

Media Design School

Bachelor of Software Engineering - Game
Programming (Graduated 2023)

PREVIOUS WORK

Self employment, Software Engineer / Streamer

Dec 2023-PRESENT

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)**

June 2014 - February 2021

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