





James Koster-Smith

High-Performance Game
Developer | Bachelors in Software
Engineering

-  New Zealand
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-  https://jobportfolio.breadskate.site

Skills

C++

Experience: 3 Years

SFML, Opgengl, C++, GLSL

Unity

Experience: 3 Years

Unity Engine, C#, WebGL, Shadercode, GLSL, multiplayer, problem solving, teamwork

Godot Engine

Experience: 1 Year

Godot, Godot Engine, GdScript, C#, Java, Android, Android tools, HTML5, multiplayer, 2d, 2d games, 3d games

Unreal Engine

Experience: 2 Years

Unreal Engine, C++, Multiplayer, Blueprint, Events, Signals, Delegates, Engine, Unreal

Git

Experience: 3 Years

Gitcli, Git tea, Gitea, Self hosted, Github, azure, gitkraken, github desktop, sourcetree

Linux

Experience: 3 Years

Archlinux, Bash, Power User, Control, Smb, Docker, NFS, Networking, troubleshooting, repairs

Interests

Gaming

Gamer, Speedrunner, rpg, fps, autochess, soulslike

Streaming

Twitch.tv, Twitch, Gaming, Gamer, Speedrunning


Languages

English

Fluent English Speaker

Passionate software engineer with 3+ years experience developing engaging games for PC, android and console platforms. Proficient in Unity, Unreal Engine, Godot Engine, C#, C++. Adept at collaborating with cross-functional teams to drive project success

Profiles

 [James Smith](#)


Experience

Western Itm **June 2014 - March 2021**
Front shop salesman (Keyholder) **Auckland**
 <https://westernitm.co.nz/>

Responsibilities:

Refunds, daily cash flow check, credit approvals, negative stock appraisal, stock taking, Opening/Closing, training staff and handling of general retail responsibilities


Education

Media Design School **March 2021 - December 2023**
Software Engineering in games **Bachelors**
GPA: 6.52
 <https://www.mediadesignschool.com/>

Software Engineering for games:

Opgengl, Git, C++, C#, Unity, SFML, Unreal, multiplayer, steam

Projects

Coffee Brakes **March 2023 - Dec 2023**
Unity Developed multiplayer arcade game
 https://store.steampowered.com/app/2463820/Coffee_Brakes/

Team Lead / Programming Lead

Teach Multiplayer concepts to peers


Networking

Replicated game mechanics

Tools

Arcade port

Network, Unity, Multiplayer, Mirror, Arcade, Porting

Slinky Cat **May 2024 - May 2024**
Prototype - built in godot
 <https://rotyron.itch.io/slinkcat?secret=rKT5jtjC9Zc3qTDWDRvUjbF72jk>

Mobile Game First built for android, inspired by flappy bird

Features:

Google Admob (Not in html build)

HTML5 Port

Linux Port

Android, Infinite scroller, HTML5, Godot, GDScript, Admob, Google, Ad, Android Store

References

Callan Moore
Lecturer, Media Design School
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Zac Watson
Lecturer, Media Design School
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