

Elliot Bulmer

CURRICULUM VITAE

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LANGUAGES

C#



C++



JavaScript (ES6 & CoffeeScript)



Clojure & ClojureScript



TECHNOLOGIES

Unity3D



MonoGame (XNA)



HTML5



NodeJS



SKILLS

- Deep understanding of both *Object-Oriented* and *Functional* programming styles.
 - Proficiency with Git and other VCS.
 - Proficiency with Emacs and Unix command line programs.
 - Proficiency with SQL and NQSQL databases.
 - Proficiency with web technologies such as ReactJS and NodeJS.
 - Understanding of the shader model and familiarity with GLSL & HLSL.
 - Strong understanding of unit testing best practices.
 - Good organization and communication skills.
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EXPERIENCE

Immersive Technologies (2010 - Present)

- Worked on many projects and with a broad range of technologies (.NET, C++ & Web).
- Led several successful Software projects to completion.
- Gained experience working in an Agile environment.
- Gained experience working in a legacy code base.

Gnomic Studios (2013 - 2015)

- Worked as a gameplay programmer on the indie game Square Heroes.
 - Manned the booth at PAX AUS (2013 & 2014) to show-off the game.
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EDUCATION

Bachelor of Computer Science - Edith Cowan (2006 - 2009)

- Major in Software Engineering.
- Major in Games Programming.
- Graduated with Distinction.

READING

- [Structure and Interpretation of Computer Programs](#)
- [The Little Schemer](#) & [The Seasoned Schemer](#)
- [Eloquent JavaScript](#)
- [The Art of Game Design: A book of lenses](#)
- [The Joy of Clojure](#)

EXTRACURRICULAR

- Studied many different programming languages, including: Lisp, Clojure, F#, Ruby, Python, Rust etc.
- Participated in multiple game jams, including the GGJ and Ludum Dare.
- Small contributions to various Open Source projects.